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A Rifts® Chaos Earth® Sourcebook

Creatures of Chaos™

By Kevin Siembieda



For Rifts® & Chaos Earth®

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Violence, War, Magic & the Supernatural

The fictional world of **Chaos Earth®** is violent, deadly and filled with supernatural monsters. Other-dimensional beings often referred to as “demons,” torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as well as magic, murder, insanity, global destruction, the end of the world, robots and war are all elements in this book.

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To Palladium's two superhuman printing reps at McNaughton & Gunn:

Mark Moore, who beats back the hounds of chaos to help us get our products out on time and looking good.

Cheryl Corey, who has been bringing order to chaos and standing at Palladium's side for well over a decade.

These two stalwarts, and many other unsung heroes at McNaughton and Gunn, work behind the scenes to keep Palladium Books' best interests at heart. We'd be lost without them. Thank you, Mark, Cheryl and everyone else.

– *Kevin Siembieda, September 2003*

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Rifts® Chaos Earth® Role-Playing Game

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Chaos Earth® Resurrection™

Chaos Earth®: The Psychic Storm (coming soon)

Chaos Earth®: NEMA Mission Book One (coming soon)

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Revised Rifts® Conversion Book One

Rifts® Dark Conversions (Nightbane, demons & more)

Rifts® Bionics Sourcebook

Rifts® Game Master Guide™

Rifts® Book of Magic™

The cover by artist *Mark Evans* shows four World Slayers arriving on Earth through a Rift. They have made quick work of the light NEMA forces who happened upon their arrival and valiantly tried to stop them, but to no avail.

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Rifts® Chaos Earth®

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– *Kevin Siembieda, 2003*

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JURISCH

A few words from the author

The **Rifts® Chaos Earth® Role-Playing Game** is a hit with an overwhelming majority of the people we've heard back from (and it has been a lot) absolutely raving about the game. That tells me and everyone who worked so hard on it that we did a heck of a good job. Thanks to everyone who got back to us so quickly with their input and praise.

Some people have expressed concerns that supplements for **Chaos Earth®** will be slow in coming. Well, fear not, hot on the heels of the RPG's release is the first supplement filled with demonic beings from every corner of the Megaverse. They are despicable villains through and through, bent on tearing down what's left of human civilization and enslaving, tormenting or feeding on human beings. Of course, the heroes of NEMA – your player characters – have other ideas.

Fight the good fight and enjoy.

– Kevin Siembieda, 2003

A visiting storm

"It's as if the gates of Hell have opened."

That was one NEMA commander's assessment of the ley line Rifts, and the Rift at the *St. Louis Arch* on the border of Illinois and Missouri, about 220 miles (352 km) southwest of Chicago, was one of the worst. Colonel Doug Lamberson agreed, and he had more bad news for General Lindsey Sawyer.

"The men have already dubbed the Rift at the St. Louis Arch the *Devil's Gateway*, because it's a doorway to some Hellish, monster-filled dimension and it never closes. The situation at Detroit and Windsor is different, but just as bad, with at least a half dozen dimensional Rifts popping open at regular intervals and staying open for an hour at a time. Like the St. Louis area, those cities have been laid to ruin, General. They look like bombed out war zones ravaged by . . . by . . . um . . ."

"Just say it, Colonel, demons."

"Um, certainly these regions are being overrun by, um, alien creatures that seem to fit the mythological profile of supernatural beings commonly characterized as, um, demons, yes, Ma'am."

Despite the gravity of the situation, General Sawyer couldn't help smiling. "Colonel, why the mouthful when the word *demons* covers it all rather succinctly?"

"Um . . ."

"What, Colonel?" asked General Sawyer.

"It's just that I have a hard time saying it. I mean, it all seems so impossible. Demons and magic?"

"We've been dealing with the impossible since December 22, Colonel Lamberson, you'd better get used to it and call the enemy for what they are."

"But demons?"

"If it walks like a duck and quacks like a duck . . ." said General Sawyer. "There's no point of pretending otherwise, Doug."

The informality and warm smile that came with his name was meant to put Colonel Douglas Lamberson at ease. She liked the tall, honest soldier. He cared about his men and people in general. He had a big heart, worked hard at being a proper soldier, and always tried to do what was right, not just what was expected of him. She wished she had a hundred more like him.

"Please, continue." she encouraged.

"Well, General, it's bad. As previous reports have stated, these things really do seem to be some kind . . . all kinds of . . . *demons*. Most of them are ugly, Hellish monsters like out of a nightmare or horror movie. Some are human-like bipeds, others are deformed or grotesque mockeries of the human form. Some are more animal or insect than humanoid but possess human intelligence, and others are nothing short of slobbering horrors unlike anything we've ever known. Many, maybe all of them, possess . . . um, cast . . . um . . ."

"Doug!" Snapped General Sawyer.

"Magic," he snapped back with a frown, angry with himself for hesitating to use the word. Colonel Lamberson continued his report, saying, "They're skin is as tough as our power armor, they're super-strong, impervious to ordinary weapons, and fight without mercy. Most of them cast spells or possess some other magic powers. Half of them can change their shape or fly, turn invisible or shoot fire or energy bolts from their eyes or finger tips, while others can charm or possess people. Some have other weird abilities in addition to or instead of those I've just noted. NEMA's superior technology and firepower is keeping them at bay, and help from *psychics* and the *Para-Arcane* enables us to understand the enemy and develop countermeasures, but it will be a long, uphill battle just to hold our ground against them."

"I see. What about the Hunters?"

"Personally," grouched Colonel Lamberson, "I find the *Demon & Witch Hunters* to be disturbing and too fanatical for my taste. They don't like military structure and are so hellbent on killing these creatures that many are willing to sacrifice their own life and those of their comrades to do it. However, while the DW Hunters make my skin crawl, I can't deny they *are* an invaluable resource, provided we can keep them in line and working with the rest of their team."

The Colonel paused, considering what to say next.

"So the demon plagues are real." The General mused aloud, more to herself than to Colonel Lamberson.

"Yes, Ma'am, I'm afraid they are. At last count thirty . . . um, species, I guess, not including vampires and, um, ghostly spirits . . . 'entities' the DW Hunters call them. That doesn't include alien beings that look inhuman but are as mortal as you and I.

"How bad is our position here in Chicago?" General Sawyer asked softly. "And don't sugar coat it, Doug, give it to me straight up."

Colonel Lamberson took a deep breath and let out a long sigh before answering.

"Unlike Detroit or St. Louis, we haven't been overrun, but we're in trouble. First, we have our own ley line junctions where Rifts open to other dimensions and let demons and other beings out right in our own backyard. As long as that remains the case, it's absolutely impossible to establish a safe base of operation or a truly defensible perimeter. They're here with us right now, with more appearing every day. Continued patrols through the

streets and ruins, wiping out demons and monsters wherever they are found will work to a point, but we're treading water. On the other hand, I don't see a better solution. There certainly isn't any place our intelligence department has found that is free of demons. I wish we weren't in such close proximity to the *Devil's Gate* or the *Detroit-Windsor Demon Wastelands* either. These creatures thrive on death and destruction, seeking out the living and wreaking havoc. That makes the Chicago area a prime target. In addition, the entire Ohio Valley and half the Mississippi River is a hot zone for magic and, um, demons. We have some hot zones here in Chicago that are pretty bad themselves, but at least our Rifts aren't spewing monsters twenty-four/seven or in unmanageable numbers, but they pose a real danger and, as I've said, make establishing a completely safe base of operation impossible. The enemy can pop through one those dimensional portals at any moment, circumventing our defenses. Obviously posting troops at these locations to repel dimensional invaders helps, but some will slip through despite our best efforts, and monsters also appear by other means, those Ley Line Storms being one of them. There's no way to stop them from coming. If we can't plug the holes in our own base of operation we're vulnerable to attack anytime, anywhere, from any number of things.

"Worse, these demons are like barbarian hordes that live to hunt, loot, kill and cause misery. From what I can tell they don't care about much else. Bedeviling humans seems to be their purpose. Even if it means their own doom, they are drawn to causing death and suffering like moths to a flame. And that's something every last soldier in NEMA needs to accept, these creatures aren't human. They don't think or act like us. They don't fear or want the same things as us, and they don't have the same needs or even physiology. They are truly *alien* creatures and we need to stop trying to make them fit into our own, human, way of thinking. Personally, I choose to think of them as vermin. You called them a demon plague, well that's it, they're like a plague of devouring locusts and we must destroy them and find ways to repel them or be devoured. It's as basic as that."

"You paint a grim picture, Colonel." said General Sawyer in a soft voice.

"Yes, I'm afraid it's pretty bad . . . but . . ."

"But," the General interrupted. "Don't blow any sunshine up my backside, Colonel. If there's a glimmer of hope it better be genuine."

The Colonel smiled.

"It's not much, but it's enough to hang your hat on, at least for now."

"Please, continue." said General Sawyer taking her seat behind her desk and leaning forward, "I could use some good news."

"Like I said, General, these creatures aren't like us. They operate more like animals than men, functioning as lone predators or small bands of raiders. They lack discipline, organization and loyalty because they are, in effect, wild beasts thrown together by circumstance, not by a common goal. Though they pour out of the Rifts in great numbers, they scatter almost immediately. Some may gather in packs or small herds, but they tend to remain lone wolves. They act and fight as lone hunters or in small

groups from as few as a pair or trio to maybe a dozen or two. And even group attacks by demons aren't very well coordinated. Their strategy and tactics are usually linear and basic at best, in many cases they are nonexistent."

Colonel Lamberson's voice trembled with excitement, as if he had discovered a secret nobody else knew.

"They *are* creatures of chaos, and that instinct for chaos and destruction prohibits them from gathering into armies or working in concert. It forces them to function like a disorganized mob at best and as scattered, independent predators the rest of the time. Predators driven by instinct, urges and unholy desires that compel them to act alone, take foolish chances and prey on humans. We can exploit their fractionalization and weird independence, tracking them down and exterminating them one demon or group at a time.

"Oh, and . . ." Doug was on a roll now, ". . . and when they do gather in large groups, the mob has one or two powerful leaders. Kill those leaders and give the rest of the group hell right back in their faces and they run like frightened curs."

The Colonel paused a moment to rein in his exuberance before continuing. "The thing is, General, if we keep our heads and make the men understand these differences and weaknesses, we can beat them one, two, or small groups at a time using superior tactics and teamwork.

"Do you really think it's that easy?" asked General Sawyer.

"Easy? Fighting demons is never easy, General, but, yes, it works. I've tried it."

"You have?"

"Yes, on eleven different occasions this last mission it's worked like a charm. Especially on the dumber, more animalistic demons. These creatures are savage beasts who habitually underestimate NEMA forces, tackle opponents with superior numbers or firepower, and they are often overcome with a bloodlust or frenzy that compels them to fight to the death. This undisciplined and wild approach to combat makes them vulnerable to organized fighting forces like NEMA, provided the troops keep their heads and work together. That's harder than you might think when you're facing fire-breathing monsters that fight like madmen and show no mercy, but, yeah, they can be beaten, and consistently."

"Eleven times you did this?"

"Yes, Ma'am," trumpeted Colonel Lamberson. "It's all carefully documented. Three skirmishes are caught on video from start to finish."

"Casualties? Casualties among your troops, Doug?"

"None."

"None?"

"That's correct, General. We suffered some injuries and serious damage to armored units, but no fatalities."

General Sawyer rose from her seat smiling, and began pacing back and forth, lost in thought. Colonel Lamberson stood quietly, grinning with pride.

"Colonel Lamberson, this was an intelligence gathering mission, was it not?" She continued without giving him a chance to answer. "I thought your orders were *not* to engage the enemy unless absolutely necessary."

Her statement wiped the smile off his face in a heartbeat.

“Um, yes, Ma’am, that’s true, but . . . I . . . um, that is to say . . . the enemy was everywhere, General. We were attacked the first few times and I noticed . . . and thought . . . I’d take advantage of the situation and apply some of my observations in the field. I admit I may have been too aggressive in testing my theories, and perhaps it was a bit imprudent, but . . .”

“I’m jerking your chain, Colonel. Good job. Sharp observations and good initiative.”

“Oh? Thank you, Ma’am.” Colonel Lamberson crowed, a little bit surprised.

“This confirms numerous, less carefully tested or documented reports. Any recommendation, Colonel?”

“We hit them hard and fast, General. We are relentless in flushing them from their hiding places, hunting them down, responding to every reported incident in a matter of minutes, and we wipe them from the face of the Earth. No hesitation or mercy, because they’ll show us none. They see human compassion, kindness and fear as weakness. And don’t get me wrong, demons may be savage, but they are cunning, and when it comes to self-preservation they pull out all the stops. Hesitate for a moment or show them mercy and you’re dead. One power they all seem to have in common is the ability to heal in seconds right before your eyes, so if you are tricked into negotiation or into pausing during an attack, they’ll use that time to heal up and strike with renewed strength and a killer’s vengeance. Once a demon is engaged it should be fought to the finish and taken down as quickly as possible.”

“Hmm, you rather sound like one of those fanatical Demon & Witch Hunters.”

“Oh, please don’t say that,” groaned Colonel Lamberson, the whimpering tone in his voice making them both laugh.

The Demon Plagues

The demon plagues are the second wave of destruction unleashed by the Coming of the Rifts. Before survivors of the first wave of global destruction in the Great Cataclysm could shake the dust off themselves and find, let alone bury, their dead, the demon plagues were upon them. Great throngs of the nightmarish creatures pour from the rupturing, ashen gray sky. Some are disgorged as swarms issuing forth from brilliant, blue light crackling in the heavens, other demons rush out on foot from an alien horizon glimmering on the other side of a Rift, and still others slither from the darkness of the abyss into the twilight haze of Chaos Earth. All spread across the land like a pestilence. Their numbers are incalculable, their intentions are most vile, and their very presence seems to confirm that this is, indeed, the Apocalyptic end of the world.

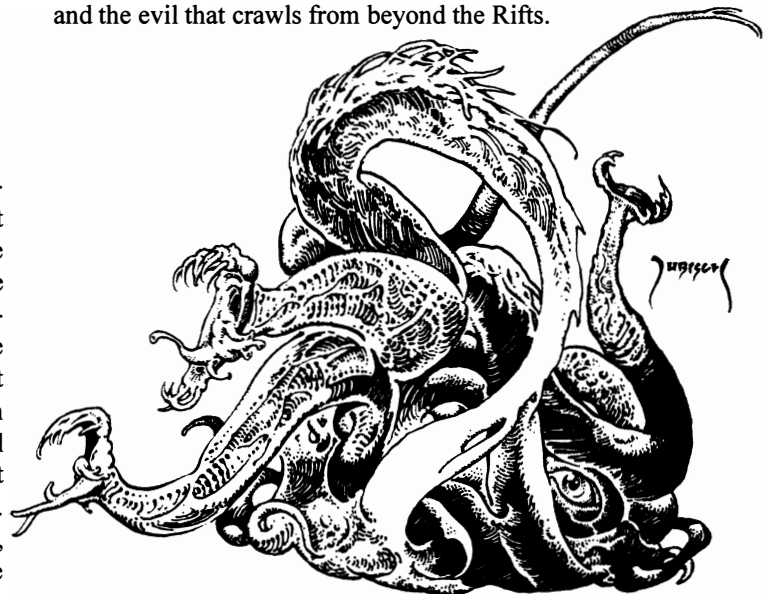
Demons move in to the still smoldering ruins of human civilization, toppling what fragments still remain and preying upon the helpless and confused. Predatory monsters feast on the flesh and bones and blood (and sometimes the raw emotions) of any

man, woman, or child who crosses their path. Many demons are little more than belligerent beasts who’d just as well kill someone as look at them. After they have gorged themselves, filling their deep bellies on human prey, they continue to hunt for sport or play cat and mouse games, and relish the joy of torturing, tormenting, and killing for pleasure.

Most demons come out only at night, but some welcome the light of day where their terrible visage is revealed in all its horrifying glory. Many of these **Day Demons** are large, bellowing hulks who claim a particular street, alley, building, ruin or area as their domain, enslaving or killing all who tread there. Others prowl the ruins of toppled cities or wilderness regions, openly challenging or preying upon anyone they encounter.

As bad as the predatory demons are, there are fiends much worse. There are demons who thrive on the pain and suffering of others and engage in all manner of ceaseless torment. These malicious tormentors play upon the fear, hate and other base emotions of humans, instigating and orchestrating acts of destruction, insurrection, murder and depravity. For them, humans are playthings meant for their own twisted amusement and desires in sick games of treachery, murder and chaos. When they tire of their human playthings, they destroy them and turn to new plots and victims to perpetuate misery and suffering. Creatures of chaos, they thrive on the emotions of hate, envy, lust, retribution and fear, growing fat on what, for them, is the sweet nectar of human agony. The most brutish demons are usually wanton killers who have no regard human life, but even those who weave their evil plots from the shadows, or orchestrate others to do their dirty work, are filled with loathing for humanity. Regardless of what any demons may claim, they ultimately seek the propagation of suffering and the ruination of humankind.

Creatures of hate and darkness sweep over every corner of the world, infesting city streets and shadowy places where they wait to strike. Some places, of course, fare better than others. In North America, NEMA is the demons’ greatest adversary. And so a relentless battle begins between the champions of humanity and the evil that crawls from beyond the Rifts.



The Nature of Demons

Colonel Lamberson’s assessment of demons is an accurate one. Just as he has surmised, their destructive, self-serving and irrational behavior is driven by instinct and inhuman desire.

Demons don't think or act like humans, they are supernatural beings motivated by intense feelings of hate, lust, desire, and wickedness for the sake of being evil. They are driven to destroy order and promote chaos, suffering, sorrow, death and destruction. Though their primary targets are humans, demons will prey upon any being who is weaker than they, including D-Bees (Dimensional Beings), aliens, animals, young dragons and other creatures of magic, and even fellow demons. Any sign of weakness is usually a signal to attack or to make a move. Like angry sharks, the scent of blood (or, in this case, any vulnerability) sends them into a frenzy of malicious or murderous behavior. Similarly, demons find beauty abhorrent and repulsive, a quality that provokes them to deform or destroy that which is beautiful. If the target of their disgust is a living being, the attractive creature may be brutalized and tortured for days, weeks or months before finally ending its suffering by killing it. In the alternative, demons often take pleasure deliberately maiming and/or disfiguring beautiful beings rather than killing them outright. The sight of beauty (as well as acts of kindness, compassion, and love) turns a demon's stomach, compelling it to lash out and defile or destroy the hideous beauty (or source of kindness). Consequently, heroes and people who are physically attractive, greatly loved, revered, respected, or known for their charity and good deeds are the most appealing targets screaming to demonkind to tear them down. A demon's attack may be physical or psychological. The former is obvious, the latter involves striking at the target's friends and loved ones, planting false evidence of wrongdoing or misconduct, circulating deliberate lies, making false allegations and manipulating other circumstances that will both torment their intended victim and tarnish his reputation and/or his business or good works. Ideally the ordeal will push the good and/or attractive character to the point of doing desperate, foolish, and illegal things and then making certain they are exposed with the hopes it will lead to ruin, sorrow and suicide.

Driven by instinct. Colonel Lamberson's observation that demons are driven by instinct and powerful emotions is also absolutely correct. Demons don't think or feel emotions like humans. For example, they are devoid of compassion or the capacity to love. Loyalty is an alien concept and compassion a weakness. Lying, stealing, cheating, causing unrest, instigating betrayal, dominating the weak, tormenting inferiors and killing for pleasure are all part of a demon's instinct. It is who they are and what they do, and they do so without conscience or regret. Just as a mountain lion preys upon deer and other animals, so demons prey upon humans. Unlike the mountain lion, however, demons go beyond hunting for food, and enjoy killing for pleasure, causing suffering on a mass scale and propagating fear and chaos. Demons literally exist to inflict suffering on mortals. Evil is their nature and, unlike humans, they don't have much choice in the matter. Consequently, when a human is encountered, the demon's first thoughts are how can he hurt this individual, a) kill, for food or pleasure, b) capture and torture/maim/disfigure, c) terrorize for the cheap thrill of it, but allow the human to live, d) terrorize for fun and profit (i.e., rob or extort the frightened individual), or e) terrorize or kill in such a way that it causes mass confusion, panic and/or suffering throughout the rest of the human community. This can be executed any number of direct or indirect ways: blatant murder or torture, threats and intimidation, lies and mind games, sabotage, kidnaping, extortion, rob-

bery, cat and mouse horseplay, unleashing some other monster or magic, or making implications that lead to mass confusion, treachery or trouble.

Because demons only understand dark emotions and wickedness, they usually try to appeal to the dark emotions of humans, such as hate, anger, fear, jealousy, desire, etc., to manipulate them or encourage evil. Meanwhile, demons so enjoy doing, causing and watching acts of cruelty, suffering, wanton destruction and wickedness that they actually get an intoxicating high from it, like a junkie gets from his latest fix. And being the base creatures they are, they like to gorge themselves on tragedy, pain, fear, hate and destruction.

Evil incarnate. Demons are bad to the bone. They are made up of humankind's worst emotions and driven to hunt, kill, torture, and do terrible, wicked things. Hate, murderous anger, lust, envy, gluttony, instant self-gratification, and other unsavory and destructive emotions are quick to rise within the breast of demons like an adrenaline rush that generates the most savage and vicious response. Belligerent bullies and tormentors by instinct, demons find the flimsiest excuse for actions that are just plain mean, from domination and humiliation to mutilation and murder. Furthermore, demons lash out when embarrassed or insulted, and almost anything, including acts of kindness and mercy, can be twisted into an insult or perceived as a humiliation that requires punishing retribution. Being tricked, duped or cheated is always an insult, as is being shown up in competition or defeated in fair combat, especially by a human (in fact, that's an embarrassment and an insult), or getting rescued by a human, as well as being shown mercy or an act of kindness by humans (especially in front of other demons), being forced to make a public (sometimes any kind of) apology or making restitution for a wrongdoing, getting caught in the act of a petty crime, and the list goes on.

The selfish and cruel nature of demons also makes them relentless, ruthless, and driven, like a shark, to stay constantly on the prowl searching for trouble and new prey. While many demons feed on human flesh or drink human blood, others "feed" not for nourishment but for the sheer depravity and pleasure (i.e., enjoys the taste of blood or eating the brain or bone marrow, etc.). In fact, some don't feed on flesh and blood at all, but upon the magical energy (P.P.E.) or emotions of their victims, so eating any physical part of their victim or tearing an opponent from limb to limb is nothing but an act of wanton pleasure or cruelty knowing that other humans will be horrified and revolted by their action.

Savage and merciless in combat, demons give no quarter to their enemies and delight in massacres, carnage, torture, and gruesome acts of defilement. However, when the shoe is on the other foot, many a demon squirms and whimpers, pleading for its life and offering to "make a deal," like providing vital or damning information/secrets, or a way inside a fortress, or the location of a great treasure or a hated enemy, and so on. They will, of course, fail to mention hidden dangers or pitfalls, and will blatantly lie, and say or do anything to save their own skins. In fact, lying and using treachery to get out of jam is a trademark of demonkind, thus, even under the best of circumstances one can never trust anything a demon says, offers, or promises. Cunning in the extreme, most demons, especially greater demons and those known for being manipulators and tempters,

mix *truth* in with their lies to sound convincing, or leave out crucial bits of information, thus lying through omission, but registering as telling the truth if magic or psionic abilities are used to test the truth of their statements. Nor can one expect gratitude from a demon. A demon whose life is spared (a humbling and therefore humiliating experience) is likely to repay the act of kindness with treachery or murder, gleefully betraying the one who bested him but showed compassion, or killing his benefactor at the first opportunity, or worse. And there are many fates worse than death, and any demon worth his salt is likely to think of a dozen of them without hardly trying. A demon with a vendetta or consumed by hate or revenge will be consumed with vengeance and will desire to inflict a long and lingering suffering upon those who have earned his wrath.

Human Prey. Humans are demonkind's natural enemies and prey, with other mortal beings a poor second choice. The reason is anyone's guess. Demons don't question it, they just act on instinct. Also see *Supreme Arrogance*, below.

An Exploitable Weakness: Creatures of Darkness. Though black-hearted, spiteful, evil beings, the *dark nature* of most demons goes even farther – most are quite literally creatures of darkness who find sunlight blinding, painful and debilitating, sometimes even deadly. Consequently, most demons shun the sunlight, taking refuge in dark caves, ruins, basements, tunnels and sewers during the day, and coming out in force only at night.

An Exploitable Weakness: Raw Emotion. Ironically, the evil nature of demons can be exploited by humans in a couple of different ways. For one, it blinds the demons to virtues like loyalty, honor, truth, justice, love, self-sacrifice, friendship and true camaraderie, all of which are beyond their comprehension and trivialized as human stupidity and frailty. As a result, demons are confused and taken by surprise when humans risk life and limb to rescue a friend or ally, or when a person refuses to betray a comrade to save himself or stop his own suffering, or when humans unite against impossible odds, and acts of self-sacrifice are always unexpected and frightening. (“Why would someone die or suffer a great loss for the benefit of others?”) It's inconceivable madness, making humans seem unpredictable and insane, which gives them an edge over demons, because the infernals can't anticipate or prepare for such actions, often catching the monsters off guard, frightening them and sending them into retreat or a panic.

For another, a sharp thinking human can use the demon's own base desires and emotions to trick, lure, manipulate and slay the vile fiend. Appeals to the monster's greed, fear and hate can often (not always) trick it into making a poor or rash decision, or to entice it to betray a demonic ally or do something that helps the human's cause. Promising the evil creature something it wants (riches, revenge, glory, freedom, etc.) is frequently a great motivator. Likewise, a greedy demon cannot resist an easy score, nor can a demon bent on revenge resist an apparent opportunity to extract it, especially if the vengeance promises to be easily taken or especially humiliating or bloody, or spectacular in its execution. This all means demons can be lured out into the open where they are vulnerable to attack or where they can be taken advantage of.

An Exploitable Weakness: Rivalry and Independence. Though thousands, even tens of thousands of demons cross the

trans-dimensional divide every day in North America alone, most operate as lone hunters or gather as pairs, trios and small disorganized groups. True *creatures of chaos*, large groups of demons cannot tolerate each other's presence long enough to function as a cohesive group to accomplish much of anything. Instead, they act as rival agents and clans working toward the same goals (inflicting pain, suffering, death and chaos upon humans), though they do so as independent operatives. This is further illustrated by the fact that many “species” of demons have looked down upon other demons as inferiors, rivals or enemies for untold eons. These millennia long grievances and traditions of hate, loathing or subservience are not easily put aside and deeply affect whether one type of demon can work with another unless forced into submission. As a result, demons tend to operate under a loose pecking order in which the strong dominate the weak, and the most powerful are given grudging respect and acceptance as leaders. Thus, the weak are subservient to the powerful, and obey or serve others out of fear. Additional factors that may unite demons to work together are greed, revenge/bloodlust, quest for power or glory, or a secret agenda. In the latter case, a demon or band of demons work in a larger group until the time is ripe for the self-serving creature(s) to betray or abandon the large group for his own personal goal. Remember, demons are always self-serving and notorious for their treachery. Duplicity, lies and betrayal are second nature to most demons. Right and wrong have no meaning to demons, and most will do absolutely whatever it takes to get what they want, playing along or biding their time while it serves their purpose.

Even when drawn or forced together by a powerful central leader, the constant infighting, backstabbing, bickering and general lack of cohesion eventually tear the group apart, usually in a matter of days. Consequently, though thousands of demons may inhabit one particular city or region, they operate not as one dominating army, but as hundreds to thousands of independent blackguard each with their own agendas. Skirmishes between rival groups of demons and powerful individuals are a regular occurrence, and few demons see anything wrong with robbing, cheating, and fighting their own kind in the pursuit of personal power, glory, wealth, revenge, or control over humans. This also means an angry, jealous or disgruntled demon may work to undermine his own teammates or leader out of spite or as a bid to acquire power or wealth for himself. Likewise, rival bands regularly challenge one another and compete for the same prize, if for no other reason than to prevent their rival from getting it. Evil through and through, anything goes, and murder is a perfectly acceptable, even encouraged, tactic to win.

An Exploitable Weakness: Supreme Arrogance. When it comes to dealing with humans (or any mortal), demons are blinded by supreme arrogance. For demonkind, one of the irrefutable cosmic truths is that humans are weak, pitiful creatures and inferior to them in every way. Period. Consequently, no mortal can ever be as clever, powerful or Machiavellian as a demon. As a result, demonkind endlessly underestimate human opponents, and are always amazed when a human defeats them. This, of course, gives humans a decided advantage in both physical combat and psychological warfare and bluffing. Remember, love, friendship, sympathy, compassion, mercy, honesty, nobility and similar virtues are alien to demons and may also be used to trick, deceive or overcome them. Only Greater Demons and

Demon Lords may understand virtue and goodness enough to leverage, trick and manipulate humans, just as humans use the demons' own dark emotions against them.

Demon Vulnerabilities

In addition to the inherent weaknesses resulting from their demonic nature, most supernatural beings possess a strange vulnerability – an Achilles' heel that makes them susceptible to a simple, common Earthly object or animal. *The Heckler*, for example, is vulnerable to the bite/sting/venom of a real spider or scorpion (does the equivalent of triple damage in M.D.C.), others are vulnerable to sunlight, weapons made of silver or wood, salt and so on. The following are some of the vulnerabilities common to evil supernatural beings. When a Game Master whips up his own demonic NPC he can pick one of these for his demon's Achilles' heel. Most demons have one vulnerability, but some have two or three.

In most cases the vulnerability is the result of the supernatural being's "link" to the human reality or its unique and contrary nature to the physical world, thus giving it what may seem to be a ludicrous, but very real, vulnerability to something mundane.

Animals

Higher animals, including *cats, dogs, horses, and birds*, have the innate ability to sense there is something unnatural and dangerous about evil supernatural beings. They are so attuned to the supernatural that they also sense evil and can recognize demons even when the monsters are metamorphed or magically disguised to look human or like ordinary animals. Somehow the animal just knows the creature is bad and inhuman, and fears and dislikes the fiend. When face to face with a supernatural creature, the animal will hiss, growl and bare its claws before running off to hide or to watch it from a safe distance. Whenever possible, animals avoid evil supernatural beings, but if threatened or cornered, the animal attacks, fighting long enough to make good an escape or to protect its mate, young or human master. Whether this is pure instinct or an innate psychic ability (or both) is unknown. **Note:** Higher animals include mammals and birds. Lower animals such as reptiles, amphibians, fish, and insects are seemingly oblivious to the supernatural.

Animal Vulnerability: Natural Enemies. Certain specific types of animals are more keenly attuned to the supernatural than others, making them *natural enemies* of evil supernatural beings. These animals clearly see the demonic being for what it really is even when the creature is invisible, transformed through metamorphosis or otherwise disguised. Likewise, the evil supernatural being instinctively recognizes animals that are its natural enemies and responds accordingly. Whenever the two meet, there is almost always a conflict. In many cases, the antipathy is so profound that the animal attacks on sight, fighting to the death and making a great commotion to draw attention to the monster's presence. The battle stops only when the demon flees, is slain, or the animal, itself, is killed. Just seeing an animal enemy from a distance *may* frighten a demon enough to keep its distance or hold the infernal at bay. (**Note:** An animal enemy has a *Horror Factor* of 13 for Lesser Demons and an H.F. of 9 for Greater Demons.) If a fight ensues, the demon suffers damage from the animal as if its teeth and claws were Mega-Dam-

age weapons (unless stated otherwise, the usual S.D.C. damage becomes M.D. point for point), and the beast automatically has initiative (first strike). Damage inflicted by an animal enemy cannot be healed until the animal is slain or enough distance is put between them that the animal cannot be seen or heard. Furthermore, the animal enemy is resistant to the supernatural being's attacks, taking only 10% of the demon's normal damage as S.D.C./Hit Points instead of M.D.

In addition, select animals have a *special ability* to harm or banish specific types of demons. Such a vulnerability is usually mentioned in the demon's description. The most notable animal enemies of the supernatural are as follows:

Bird: Blue Jay. The sharp, piercing cry of the Blue Jay has an unusual effect on all Day Demons. Each shrill cry reveals the demon's true nature, causing metamorphosis, invisibility or any magic that conceals or disguises the demon to vanish for half a melee round (roughly 7 seconds) – the invisible is momentarily made visible, the hidden is seen, the demon metamorphed to appear as a fair maiden is revealed to be a monster, and so on. **Note:** The Blue Jay's cry has this effect on *all* Day Demons, however, it is the natural enemy of the *Savage Fury*, *Skull Stealer* and *Slithering Screamer*. Against these demons its beak does 1D4 M.D., its taloned feet 2D6 M.D., and the Jay's angry screams hurt their ears, inflicting 1D4 M.D. points of additional damage and reducing the monster's combat bonuses by half.

Bird: Cock/Rooster: The cock's crow sends shivers up and down the spine of most Night Demons, for it signals the dawn and the rising sun.

Demons that have the rooster as a natural animal enemy suffer penalties from just hearing the rooster's crow, causing them to hesitate and lose one melee attack and suffer -2 on all bonuses for the rest of that melee round and each subsequent melee round the rooster crows. Furthermore, the bird instinctively knows when a demon is afraid and vulnerable to it, inciting the rooster to ferociously attack. It inflicts 2D4 M.D. with its beak and 3D6 M.D. from attacks with its taloned feet regardless of the bird's size; four attacks per round against demons, otherwise it has two against normal opponents. Moreover, the demon gets no bonuses to strike, parry or dodge against the animal, nor do the demon's powers of regeneration work as quickly on damage inflicted by it (heals after 30 minutes). **Note:** Roosters are only an effective deterrent against certain *Night Demons*. Day Demons are impervious to the rooster, and the bird's crow serves as an alarm clock telling them the sun has risen and that it is time to come out to hunt and cause trouble.

Bird: Crow/Raven. The cunning and selfish crow can see supernatural beings that are invisible or hidden by magic, and has a 01-77% likelihood of recognizing shape changers disguised in mortal or animal form. When they recognize an evil supernatural being, the crow squawks and shrieks to sound an alarm. Additionally, the crow cannot be charmed, repelled, or possessed by most demons. **Note:** All demons, Night and Day, are vulnerable to the crow's ability to see them (and most other supernatural beings), but not creatures of magic. The only supernatural beings the crow does not react to are those who have the ability to control animals, can turn into a crow/raven themselves (seen as a kindred spirit), and those villains smart enough to first charm, chase away or kill the crow before making their appearance known.



Bird: Song Birds. The sweet music of these birds sounds like fingernails racking across a chalk board to demons vulnerable to them. More than that, their song causes the demon physical pain and makes its ears bleed (3D6 M.D. per melee round and this damage does not heal until the creature is out of earshot of the singing). The lyrical songs of these birds force vulnerable demons to keep a distance of no less than 1000 feet (305 m) lest the infernal suffer continuous damage and other debilitating effects. Song Penalties: Reduce the demon's number of attacks, combat bonuses, saving throws and skills or equivalent natural abilities by half for the duration of the singing.

Furthermore, the song of the dove or robin, if performed in concert with two or more other song birds (may be the same or different species) while on a ley line, gives mortals battling the supernatural a +2 to save vs demonic magic, disease and poisons and the heroes heal from demon inflicted wounds without fear of infection or ugly scarring. **Note:** *Select Night and Day Demons* are vulnerable to song birds. Song birds include *morning doves, nightingales, robins, cardinals, goldfinches, warblers* and *swallows*, but it is important to note that most of these birds are found in northern climates only in the Spring and Summer and fly south for the Winter. Birds, particularly the raven/crow and dove, were venerated by ancient Celtic druids, who believed they had special, supernatural powers (like those described above).

Cat: Cats can see the invisible, see Shadow Beasts and other beings magically cloaked in shadow, and can sense supernatural evil within 100 feet (30.5 m) of it. When a cat does, the hairs on its back rise and the cat stares at the demon or its (unseen) location, hissing and spitting. The animal usually flees for cover when challenged by a demon, *unless* that demon is specifically *vulnerable to felines*. A cat instantly senses the vulnerability, recognizes the supernatural being as its natural enemy, and begins to stalk the monster. For the demon, the cat has a Horror Factor of 14, and a failed save not only means the loss of one melee attack but the demon cannot pass the animal or go through any opening the cat may be guarding. Furthermore, if engaged in combat, the cat's bite and claws inflict double damage to the demon as if they were Mega-Damage attacks, and the demon's magic (spells, etc.) do NOT work on the animal. Furthermore, the demon's M.D. attacks are magically transformed to S.D.C. and Hit Point equivalents when leveled against the cat.

Dog: Canines are highly sensitive to the all forms of the supernatural and are one of the few animals who are the natural enemy of *all* evil supernatural beings. Canines can see the invisible, sense magic, and sense *supernatural evil* even when the monster's true appearance is concealed by magic or metamorphosis, or is invisible. All dogs instinctively recognize evil supernatural beings as the enemies of goodness, humans, and life in general. (Conversely, the dog will recognize and accept *good* supernatural beings as if they were their long lost friends.) Dogs can sense the presence of evil supernatural beings (and strong

magical energies and dimensional phenomena) up to 1000 feet (305 m) away and will sound an alarm by howling and whining. The closer the evil comes, the more agitated and noisy the dog(s) gets. When evil supernatural beings come within the dog's line of sight, the hair on the back of the canine bristles, and the animal watches the creatures' every move, growling, barking angrily and trembling in anticipation of a deadly conflict. The loyal dog attacks its natural enemy at the slightest threatening gesture or when the monster comes within 20 feet (6.1 m) of the dog or its master or anyone/thing the dog is protecting.

As a natural nemesis of supernatural evil, the dog's bite (ranging from 1D4, 1D6 to 2D6 S.D.C. depending on the size and type of canine) does the S.D.C. damage as a Mega-Damage equivalent, point for point, to the supernatural being. Moreover, the demon gets no bonuses to strike, parry or dodge against the animal, nor do the demon's powers of regeneration work as quickly on damage inflicted by it (heals after 30 minutes). Unfortunately, the dog remains a mortal being and is easily slain by a single M.D. blow from a supernatural monster. **Note:** The only time this is not the case is when the demon has a specific vulnerability to canines, like the Spiked Strangler. Under that circumstance the demon's M.D. attacks are magically transformed to S.D.C. and Hit Point equivalents when leveled against the canine and the dog's bite does double damage as M.D. attacks. These supernatural beings fear dogs immensely (H.F. 13).

Horse: Unknown to most people, horses have the same basic sensory abilities as the canine when it comes to evil supernatural beings and the presence of strong magic or dimensional energies. For that reason, horses avoid Blue Zones/ley lines and cannot be made to enter these lines of mystic energy. Additionally, when within 20 miles (32 km) of a ley line, the horse can sense every time a dimensional Rift opens or a supernatural being "pops" into our realm of existence. The animal indicates this by whining and acting skittish. Unlike dogs and cats however, the horse *runs* from supernatural evil, rather than fight it.

The only exception is when the animal is a specific vulnerability for the monster, in which case, the animal has a Horror Factor of 15, and demons who fail to save vs Horror Factor are held at bay by the animal (they won't pass it or come within 20 feet/6.1 m of it). Additionally, the horse will stand its ground, sensing the creature fears it, and attacks if the being comes closer than 20 feet (6.1 m). In this case, the demon is unable to attack the horse, but the horse can butt and kick it relentlessly, knocking the demon down and off its feet until the creature flees. The horse's attacks do *not* physically hurt the demon, except to keep it off balance (each knock-down attack causes the demon to lose initiative and one melee attack/action). **Note:** Under no circumstances, short of mind control or magic, will a horse allow an evil supernatural being to ride it.

Energy, Elements and Substances

Bone (animal or human). Some supernatural beings are vulnerable to bone and suffer Mega-Damage from weapons made from bone, including teeth, claws, horns and antlers. Even ordinary bone like a femur used as a club inflicts 1D6 or 2D6 M.D. depending on the size. In most cases damage is the S.D.C. equivalent in M.D., but some beings take double or triple damage or a specified amount of damage as presented in that being's individual description.

Fire. A surprising number of supernatural beings are vulnerable to fire. Whether natural, magical or psionic (Pyrokinesis), fire-based attacks inflict full M.D. damage, with a simple S.D.C. flaming torch doing 1D4 M.D. and Mega-Damage fire and plasma doing double damage.

Ice. When used like a dagger inflicts 1D6 M.D., as a short sword or spear: 2D6 M.D., as a large sword, battle axe or pole arm: 4D6 M.D., and an ice ball does 1D4 M.D. Sometimes cold, particularly cold-based magic (including magic snow, ice, etc.) does double damage.

Iron. Some supernatural beings, including witches, take Mega-Damage from ordinary weapons made from iron or weapons that are at least 70% iron. In most cases damage is the S.D.C. equivalent in M.D., but some beings take double damage or a specified amount of damage as presented in that being's individual description.

Lightning/Electricity. Supernatural beings vulnerable to lightning/electricity take double damage from electrical attacks.

Magic. Supernatural beings vulnerable to magic suffer double damage from magic weapons, rune weapons, and most magical energy attacks (Fire Ball, Call Lightning, etc.). In some cases, the vulnerable creature saves vs magic with no bonuses or penalty modifiers. Other times, the demon is particularly vulnerable to a particular type of magic (charm, mind control, electricity, illusions, etc.). The monster's specific description will indicate exactly what magical weaknesses the creature possesses.

Mirrors. Some supernatural beings cannot stand to see their own image and if forced or tricked into looking in a mirror, suffer a terrible consequence. Common effects are as follows. When creating your own monster pick one or roll percentile dice for random determination. 01-20% Turns to stone, 21-40% Turns into a pillar of salt, 41-60% Goes blind, 61-80% Loses half its M.D.C. (or Hit Points) and reels from the trauma: reduce all bonuses and attacks per melee round by half, or 81-00% Is instantly banished from this realm of existence, vanishing in a cloud of smoke or shower of sparks. **Note:** In most cases the effect is temporary, lasting 1D6+6 hours, 1D6+1 days, or 1D6+10 days. The description of specific demons will indicate one of these or a specific length of time.

Music makes the demon calm and lethargic; reduce the number of attacks and bonuses by half, and the creature is less aggressive and is willing to talk and negotiate.

Psionics. Creatures vulnerable to psychic powers either get no special bonuses to save vs psionic attack or suffer penalties to save. May be vulnerable to all psionics or a specific type, or select psi-abilities as described in the individual monster's description.

Salt is known to hold some demonic beings (and Faerie Folk) at bay. Beings so affected by salt cannot cross a line or circle drawn in salt, flinch and step back when even a pinch is thrown at them, and take 1D6 M.D. if forced to shallow salt in its pure form. Salt in food stings and tastes foul, but does not usually hurt the creature.

Silver is a very common material that has a profound effect on demons and other supernatural beings (good and evil). Creatures vulnerable to silver suffer Mega-Damage from weapons made of, or coated with, the metal. In most cases damage is the

S.D.C. equivalent in M.D., but some beings take double damage or a specified amount of damage as presented in that being's individual description.

Stone. Creatures vulnerable to stone suffer Mega-Damage from weapons made of natural rock, whether it be granite, shale, crystal, gems, ebony, jade or any other type of stone. Even ordinary stones picked right off the ground and thrown inflict damage (typically 1D4 or 1D6 M.D. depending on their size). In most cases damage is the S.D.C. equivalent in M.D., but some beings take double or triple damage or a specified amount of damage as presented in that being's individual description.

Water. For some demons, like vampires, water is the equivalent of acid, inflicting 1D6 to 2D6 points of damage from a vial or cup splashed on them to considerably more damage from larger quantities, rain or the blast from water guns. It is interesting to note that snow and ice *may* not hurt the demon in the same way, it varies from demon to demon. Additionally, such a creature is not likely to be able to cross over water and is burned alive if submerged in it.

Holy Water. Many demons are not hurt by water unless it is blessed by a priest or deity. Holy water does double or triple, sometimes quadruple, the damage that ordinary water does, see above.

Plants

Garlic repels and holds vampires and select other creatures of the night at bay and causes them to gag if forced to eat it. When a string is hung above a door or window, the vulnerable creature cannot open or cross through that portal.

Wolfsbay and **Wolfsbane** hold were-beasts at bay the same way as garlic repels vampires and may have a similar affect on other creatures of darkness, particularly shape-changers.

Wood: Some supernatural beings, including vampires, take Hit Point damage or Mega-Damage from ordinary S.D.C. weapons made from wood. That means being stabbed by an ordinary pencil does one M.D. and getting hit over the head by an ordinary wooden chair or large fallen branch does 1D6 or 2D6 M.D. (depending on the size). In most other cases, damage is the S.D.C. equivalent in M.D., but some beings take double damage or a specified amount of damage as presented in that creature's individual description. *Birch*, *Juniper*, and *Oak* are the trees most commonly attributed to have special, supernatural combatting or sacred attributes, and sometimes do additional damage. A demon may be vulnerable to only one of those three types of wood or, like vampires, all types of wood. **Note:** The sanctity of the oak tree goes back thousands of years and was especially venerated by the Celts. The word *druid* is, in fact, derived from the word "dru" meaning "oak" and oak groves were regarded as sanctuaries from evil supernatural forces, demons and dark magic. Likewise, the acorn, oak wreath/leaves, wood and mistletoe (which grows high among the branches of oak trees) are regarded as sacred and imbued with mystical properties enabling them to be enchanted to become magic items to use against the supernatural. In ancient times the Celts believed gods often inhabited or visited oak trees, and according to one legend, the sun god, Seguret, was accompanied on his journeys by an oak tree. It is this mystical affiliation and link to the sun that may explain why vampires are vulnerable to weapons made of oak and other types of wood (all trees, after all, are nourished by the sun, as well as the earth and water).

Note: A multitude of other plants, roots, and herbs have other magical properties. See *Rifts® World Book 3: England* and/or the *Rifts® Book of Magic* for examples of magical vegetation.

Night or Darkness Weakens

Day Demons and a few other supernatural beings are most powerful during the day, but are diminished at night or in darkness – typically reduces M.D.C. and P.S. by half, sometimes also reduces skill performance and/or bonuses by half, and may inhibit the creature’s ability to metamorph.

Sunlight Weakens

The light of day (i.e., true sunlight) *weakens* the demon. This usually applies to Night Demons and similar supernatural creatures of darkness. Sunlight (including the *Globe of Daylight* spell) typically reduces the creature’s P.S., M.D.C., and bonuses by half. Sunlight also reveals the demon’s true monstrous nature, i.e., dispels (and/or inhibits) metamorphosis and inhibits their natural ability to metamorph/shape-change, turn invisible and use other powers of disguise. Furthermore, the creature feels exposed and insecure.

Sunlight Kills

The light of day causes physical pain and will, with sufficient prolonged exposure, *kill* the demon. Vampires are the most well known example of a demon that suffers from this vulnerability. Damage is typically 6D6 to 1D6x10 M.D. (or other points of damage) per melee round. Additionally, being trapped in sunlight without anyplace to hide in darkness reduces the creature’s attacks per melee round by half and it loses initiative as a result of the panic and agony generated by exposure to sunlight (including the *Globe of Sunlight* spell). Such creatures will usually try to flee to find protection from sunlight (a basement, sewer, tunnel, cave, secret sunless lair, coffin, etc.) rather than perish in the light of day. **Note:** The demon is not diminished in any other way. All bonuses, saving throws, skills, P.S. and M.D.C. remain unchanged.

Blue Zones, Storms, & Strange Phenomena

On Apocalyptic Earth, trouble rides the storm winds. Whenever there is a storm, especially Lightning Storms and Chaos Storms (a.k.a. Ley Line Storms), monsters appear. Sometimes it is a lone creature or only a handful, other times they fall from the sky by the hundreds (7D6x10 total). Thankfully, such *Demon Rains* are limited to Lesser Demons, Ghouls, the weaker entities and other minor, low Mega-Damage beings.

Blue Zones – Demon Zones

Ley lines are known as Blue Zones to NEMA and most people of Chaos Earth. Only the *Para-Arcane* and *Demon & Witch Hunters* refer to them as “ley lines.” Blue Zones are considered to be dangerous lines of mysterious, mystic energy that seem to be the source of weird phenomena, magic and storms that attract demons, monsters and users of magic. They radiate ten times more brightly than the ley lines of Rifts Earth, because the mystic lines of energy are at their zenith. The lines are so bright that one can read a book anytime of the night as if standing under a halogen streetlight, and they can be seen for a hundred miles (160 km). During a full moon the lines of energy twinkle and spark as if mystic fireflies were a swarming within them.

The Blue Zones have quickly been recognized as the source of magic and the supernatural. Among the many dangers of the Blue Zones (sometimes called “Demon Zones”) are Chaos Storms (Ley Line Storms), Demon Storms, the spontaneous generation of monsters, the appearance of dimensional portals or Rifts, and the presence of entities, ghosts, dragons, witches and other alien creatures.

At locations where NEMA forces are in control, people have been evacuated from the “Blue Zones” and the areas cordoned off as places unfit for human habitation or even visitation. Since Blue Zones are off-limits, NEMA soldiers assume anyone found



in a Blue Zone, whether they appear to be human or not, are magical, supernatural, magic wielding or alien, and very likely an enemy of humanity. The squads assigned to patrol Blue Zones, from the air and at ground level, are allowed to use their individual discretion as to how to treat and respond to “people” found in the demon-haunted Blue Zones. At least in the early days of the Apocalypse the Blue Zones are inhabited by people who refuse to leave their homes despite the danger, as well as visited by curious citizens, travelers, squatters, adventurers and refugees from other parts of the country, and who may not know the dangers associated with these places. Additionally, children, pets and addled individuals sometimes wander into these no-man zones, or worse, are called or enchanted by supernatural beings and practitioners of magic from within the Zone. Consequently, any number of *innocent* people might be found in the Blues Zones despite NEMA’s best efforts to keep people away. Which is why NEMA troops are given discretion on how to respond to those found within them. However, NEMA defenders are quickly discovering that demons, monsters, witches and others who can cast magic or draw power from the Blue Zones are drawn to these places like moths to a flame, making it difficult to determine friend or innocent from foe.

The Blue Zone Epicenters. Where two or more lines of blue energy cross (known as *nexus points* on the Rifts Earth of the future) is a constant display of mystic pyrotechnics. Like a seething volcano of light and energy, bolts of crackling lightning spider-web into the atmosphere at 4-16 second intervals, creating energy trails that stretch 4-8 miles into the heavens. Flashing pulses of blue and white light appear at shorter intervals every 2-4 seconds, lighting up the sky a mile (1.6 km) across like giant, cosmic strobe lights. The sound of humming or crackling also fills the air with every flash or stream of lightning, accompanied by the smell of ozone. The boom of thunder or the screech of a faceless monsters rolls from the epicenter every few minutes, adding to the surreal image. The constant electrical storm at the epicenter is eerie, but nothing like the display when a gigantic Rift tears through the fabric of space and time, opening a portal to an alien world. A portal that rises up from the ground and into the air. Most span a half mile to two miles (0.8 to 3.2 km) wide and 1-3 miles (1.6 to 4.8 km) tall. During these terrifying moments, the light of an alien sun in another dimension might fill the night or change the color of the sky on Earth for 100 miles (160 km), or a strange odor may whip through the streets carried on the breath of an alien wind. Strange noises may also accompany the event. These dimensional Rifts may remain open for a few minutes (3D6) to several hours (5D6), and it is during these periods that inhuman and alien things find their way to Earth. The epicenters are where the largest, strangest and most powerful monsters and invading hordes of demons, monsters and alien beings arrive. They also seem to be where unnatural storms originate.

General Sawyer’s NEMA force in Chicago is currently laying out plans to level every building and home within a Blue Zone to reduce the number of standing structures where inhuman creatures can hide, establish lairs or make nests. More than half of the buildings are already battered wrecks, half knocked over from wave after wave of violent storms, but NEMA plans to reduce even fallen ruins into piles of rubble.

Blue Zone Demonic Spontaneous Generation

Unlike Rifts Earth two hundred years *after* the Great Cataclysm, the amount of mystic energy is so strong along the ley lines, that portals to other worlds and dimensions can pop open randomly *anywhere* along the Blue Zone at any time, allowing 1D6 “things,” usually demons, entities or other supernatural beings, to appear – just appear – out of nowhere without any obvious Rift in space and time. The greatest numbers of these horrors appear during periods when the ley line energy peaks, such as Midnight (1D6), during a full moon (4D6), the Equinoxes (1D4x10), Summer and Winter Solstice (2D4x10), eclipses (1D4x100), and planetary alignments (1D4x1000). The spontaneous generation of supernatural beings is limited to lesser demons, lesser entities and low M.D.C. monsters, but sometimes more powerful demons, spirits and creatures of magic appear, though usually one or two per incident.

Blue Zone Lightning Storms

Lightning storms happen 1D4 times a day, appearing on the horizon like an electric sunset and sweeping in at a speed of 45 mph (72 km), though there is no wind.

The sky turns grey and fills with thick, low clouds that seem to materialize out of nowhere. Flashes of white lightning, buried inside the clouds, pulse every three seconds. The light is so bright that, for a second, it lights up everything within the storm radius (typically 40-120 square miles/64-192 km). Every 4-16 (4D4) seconds a bolt of lightning lights slices through the air, sometimes as a single bolt, other times as a spider’s web crackling across the sky. A moment later a thunderclap marks its passing. There is no rain or wind, just flashing light and lightning. It is an impressive and frightening display that lasts 3D6+10 minutes, and then is gone as suddenly as it appeared.

Once in a while, a *lightning bolt* hits the ground causing 4D6x10 M.D., but the real danger is flying higher than 200 (61 m) above the ground. There is a 01-33% chance that a flyer will get struck by lightning (1D6x10 M.D.) for every minute he is in the air higher than 200 feet (61 m) above the ground. The odds increase to 01-66% for spell casters, creatures of magic and supernatural beings at any altitude, as well as anyone flying higher than 900 feet (274.3 m). Furthermore, these magical characters and high flyers are struck by larger bolts of lightning that inflict 2D6x10 M.D.

Balls of blue lightning also appear 01-50% of the time, either rolling across the ground like a slow moving tumble weed (roll to dodge with a +1 bonus) until it strikes something, explodes in a blast of sparks and vanishes, or hovering 1-4 feet (0.3 to 1.2 m) above the ground like a wayward balloon. Both types usually appear in clusters of three, and the hovering type fades away after 2D6 minutes or when something with sufficient mass (like a human) touches it. In both cases, physical contact causes the ball lightning to explode, inflicting 2D6 M.D., though if one explodes, the other two balls in the cluster also usually explode, doing 2D6 M.D. each to an eight foot (2.4 m) diameter (6D6 M.D. total damage from a three ball explosion).

Demon-Plague Storms

When green lightning appears at the epicenter, sending tendrils of green electricity horizontally across the ley lines for 2D6 miles (3.2 to 19.2 km), it rains demons. Hundreds appear out of nowhere. Usually small, lesser demons like the Russian Il'ya lightning riders and Hell Horses, Entities (particularly Poltergeists, Haunting Entities, and Syphons), and sub-demons like Gargoyles and Brodkil, but also Witchlings and Black Faeries, and demonic fiends like the Heckler, Savage Fury, Slithering Screamer, Hang-Jaw Demon Rats, Razoredge Prowler, Grave Treader, Nightcrawler and others. Greater demons may appear during Demon-Plague Storms, though usually only at the epicenter and at a ratio of one per every 100 lesser demons (entities excluded). 6D6x100 demons and 6-36 greater demons may appear during a Demon-Plague Storm, with half sprinkled throughout the storm of flashing light and the other half appearing at the end of the storm in a downpour of monsters. The entire storm lasts 4D6 minutes and only occurs about once a month in Chicago and most other places. (Twice a month in Detroit, Windsor, and Calgary, and instead of demons, Faeries and their kin appear in Newfoundland, New Brunswick and Nova Scotia, as well as Ireland, and parts of England and France. The Demon-Plague Storms occur 2D4 times a month in China, with three times as many demons appearing.)

Note: Additional demons and monsters that can be used in the **Chaos Earth™** setting can be found in the pages of the following **Rifts®** books: **Conversion Book One Revised** (includes Faerie Folk), **Rifts® Dark Conversions** (demons, undead, monsters), **Rifts® Canada**, **Rifts® Japan**, and **Rifts® Mystic Russia**. Other **Rifts®** titles may also contain supernatural beings and monsters, but these have the most or the coolest.

Chaos Storms

Chaos Storms are fundamentally Ley Line Storms that start at one end of the line and roll down to the other, only they are ten times more powerful than any known on the Rifts Earth of the future.

Random events that can happen during a Chaos Storm:

Roll once for every 10 minutes of the storm when along a ley line or magic triangle, once every five minutes at a nexus or Blue Zone Epicenter. Unless stated otherwise, there are no saving throws for any of these occurrences.

01-07% Air Lift. Everybody (vehicles too) crackles with energy and rises 10 feet (3 m) above the ground. They are pushed by the wind along the ley line for 3D6 minutes before dropping to the ground. The power of magic flight will not work under this circumstance. Characters in power armor or vehicles with jet propulsion can fly away and out of the storm area if they so choose, but will have to leave allies caught in the air lift behind.

08-15% Rolling Thunder! A huge, black cloud races low to the ground along the entire width of the ley line. Speed is about 90 mph (144 km). Everybody hit by the thunder cloud is instantly drenched with water, temporarily deafened by the sound of the rumbling thunder, loses all attacks/actions for two full

melee rounds (30 seconds), and is swept off their feet with the same consequences as a *Wind Rush* spell.

16-22% 1D4+2 lesser demons or one greater demon drop out of the sky with a flash of light. They are confused but delighted to find human prey waiting for them. They may attack to feed, make threats and toy with the player characters or ask questions and try to size them up before attacking, or attempting to rob, cheat or trick them.

23-30% A strange white fog rapidly begins to rise from the ground. Within two melee rounds (30 seconds) it is a pea soup and humans are unable to see more than three feet (0.9 m) in front of their noses. Suddenly, disturbing noises are all around them (giggling, chattering of teeth, the scurrying of feet, wailing, growling, heavy breathing and similar unnerving sounds), is heard about 200 feet (61 m) away and getting closer with each passing melee round. This may all be an illusion or noises from another dimension but the creatures cannot get to where the characters are. Or it may be a band of 2D6+6 minor monsters or lesser demons like Hecklers, Razoredge Prowlers or Hang-Jaw Demon Rats. Or the hidden menace could be ordinary animals (a flock of birds, a rat pack, dog pack, etc.) frightened by the storm and just looking to find a safe place to lay low until it passes. In the latter case, the animals simply run past the characters or stand along side, attacking only if threatened, and leave when the storm is over.

31-37% Euphoria. Everybody feels good, happy and cheerful. Many will start to laugh, sing or act silly, as if intoxicated. Those who are wounded will have 2D6 Hit Points restored (2D6 M.D.C. if a Mega-Damage creature), and minor illness will disappear. On the downside, the characters feel no fear or hostility toward anything, including known enemies. They will not attack unless attacked first, at which point all combat bonuses are half and they lose one melee action/attack. Euphoria typically lasts 2D4 minutes.

38-43% Swarming Lights. Out of nowhere one of the characters (or the entire player group if they are clustered together in a 20 foot/6.1 m diameter) is besieged by a swarm of lights the size of a quarter. Whether they are alien insects or buzzing lights is impossible to tell. They move and buzz like bugs attacking the character(s) for no apparent reason, but after 1D6 melee rounds, they sputter out and vanish. The attack doesn't inflict any physical damage but the constant glowing movement and buzzing around the head impairs vision and inflicts the following penalties: -5 to strike, -2 on all other combat moves, the victims lose initiative and one melee attack/action and while under attack by the lights, sensors are garbled and unreliable (-40%).

44-50% Alien, slimy things accompany a light rain. Squishy, icky, slimy, foul smelling, alien . . . things rain from the sky. They could be worms, or larva, or slugs . . . god knows what! They are about the size of a man's hand and most are still alive and squirming around. The slimy things do no physical damage but make the characters stink for 2D6 days.

There is only a 1-20% chance that the things are edible. Eating non-edible "things" will cause the eater to endure 4D6 Hit Point damage from poison and suffer from severe stomach cramps, fever, vomiting, and diarrhea for 1D4+1 days. Penalties from eating "things": Reduce speed and melee attacks by half, -4 to strike, parry, dodge and on initiative, and -20% on all skills.

51-57% A shared vision. Suddenly the characters feel calm and at peace with the world, even if they were afraid, fleeing or locked in combat just a moment ago. The world around them melts away like a dream, and they find themselves in a bright, cheerful place. A beautiful figure (male, female or androgynous) appears or perhaps a soft disembodied voice, floating on the wind begins to speak to them. It doesn't answer any questions directed at it and the characters, at peace with themselves, calmly listen, somehow knowing that the voice is good and is telling them something important. Game Masters, this is your opportunity to give the group an important clue, bit of direction, important piece of information, an idea for a mission or quest, or a warning of something yet to come. The dream and calm seems to last for several minutes before the voice or figure bids them farewell and they are returned, jarringly back to the present. If the vision happened while in combat or other action, less than a second has passed and the characters continue to perform in stride without skipping a beat. The vision is remembered clearly by all parties. How or why this happens during Chaos Storms is anybody's guess.

58-64% Armored Dynamo. Any characters within a 20 foot (6.1 m) radius are struck by crackling veins of blue energy. They tingle, feel as if charged with static electricity, and lose two melee action/attacks that melee round. However, the next melee round they realize they continue to crackle with energy and not only that, they are enveloped in a magical aura equivalent to an Armor of Ithan with 200 M.D.C. and their physical attacks (punches, kicks or strikes with hand-held weapons) inflict 2D6 M.D. thanks to the energy field around them. Furthermore, they can fire 2D6 M.D. energy blasts up to 10 feet (3 m) away; each counts as one melee attack. This weird effect lasts for 2D6+6 minutes or until all 200 M.D.C. of the energy armor is depleted, whichever comes first.

65-70% Shimmering Wall. Suddenly a field of shimmering white or silver bars the path. It is clear one can pass through the energy, but to what effect? Roll percentile dice again:

01-20% Physical injuries (Hit Points, S.D.C. or organic M.D.C.) are healed by 1D6x10%.

21-40% Expended P.P.E. or I.S.P. (pick one) are restored by 1D6x10%.

41-60% Walking through the shimmering field is like pushing through mud. The going is slow and time consuming, taking several minutes, but when the characters come out the other end, 1D4 hours have passed.

61-80% The shimmering field shields everyone inside from the natural senses (sight, smell, etc.) and artificial sensors of those outside, so they are effectively invisible. However, after one minute, each character begins to feel pinpricks up and down his spine – every minute they remain inside the shimmering field they each lose 1D6 Hit Points (skipping S.D.C.) or 2D6 M.D.C. if a Mega-Damage Creature. It takes only one minute to walk through the field at a good pace without pausing.

81-00% Walking through the field takes only 1D4x10 seconds, but exiting the field puts the characters at the opposite end of the Blue Zone line or at the epicenter/nexus, which could be miles away.

71-76% Dimension Skip. Every few steps the characters take, the environment changes to something alien and unearthly.

Adversaries, equipment and everything originally on Earth is still there, unchanged, but the environment around them is completely different. One minute the characters are on Earth, as they move forward they are suddenly traveling through or fighting in an alien jungle, charging ahead several paces they find themselves in a desert with blue sand and three suns, retreating six paces or rolling to the side they are suddenly in swamp or a field of weird orange flowers with petals the size of an elephant's ears, or a moonscape and so on. Some believe it is an optical illusion since those experiencing the transitions don't seem to actually be in another world. Others believe it is a weird magical effect that showcases or previews the many places in the Megaverse that the ley line is connected to or has Rifted to in the past (or will in the future). At any rate, no bad guys, people or any animals in the other world bother the characters and when the effect passes, 1D6 minutes later, the characters are always back on familiar ground on Earth.

77-82% Dimensional Flux. One minute the characters are on Earth, the next moment they're in limbo. Everything is white and wispy as if inside a cloud. An occasional distant flash of light can be seen in the sky, but there is no sign of a storm. After what seems to be only 1D4 minutes (that's all the fuel that will have been used by any vehicles), they appear back in the exact same spot where they had been when the flux occurred. The storm is over and 2D6 hours have passed. **Note:** May be substituted with a Time Flux (01-33% Time slows, 34-66%, time seems to speed up, 67-00% teleported 2D6 hours into the future).

83-89% Massive ley line energy bolt! Humans and D-Bees struck by the bolt suffer the following consequences: 6D6 S.D.C. damage, lose initiative and one full melee round of attacks/actions, as well as lose 4D6 P.P.E. points, and are teleported 4D6x1000 yards/meters down the ley line (instant and disorienting).

True creatures of magic, like dragons, Faerie Folk, Elementals, and Alien Intelligences, lose initiative and all attacks for one full melee (15 seconds), suffer 2D4x10 Mega-Damage and lose 2D6x10 P.P.E. as the storm temporarily drains them of energy.

90-95% Ride the Storm. 1D4 or all of the characters are sucked right up into the storm and hurled down the ley line a thousand feet (305 m) above the ground as if on a roller coaster ride inside a tornado. The characters are helpless while caught in the torrent of rain and wind and cannot cast magic, perform a skill, speak or even think clearly as they are bombarded by a cacophony of sights, sounds and sensations. The entire ordeal lasts for 2D6 minutes and the characters are finally deposited on the ground with a thud 2D6x1000 feet (610 to 3657 m) away. They are drenched and shaken, but are otherwise unharmed.

96-00% A dimensional Rift opens! I leave it to the Game Masters as to whether anything bad, troublesome or annoying comes slithering out of the Rift. Don't be too rough on the characters. This can be played for humor as well as drama. In the alternative, the characters can step through the Rifts and end up anywhere: Earth's past, Rifts Earth of the future, and alien world, another game setting, or someplace of the G.M.'s own design.

Random Effects Resulting from Spell Casting in a Chaos Storm

Spell casters, whether human or supernatural, or creature of magic, are at extreme risk in a Chaos Storm. Spell casting cannot be controlled and pulls some of the storm's unwanted energy every time a spell is performed. Roll on the following table each time a spell is cast during a Chaos Storm. Unless noted otherwise, the result or effect is instant and only affects that particular spell and/or spell caster.

01-05% The storm syphons all ambient magic energy so, a) there is no ley line P.P.E. available and b) the spell caster must spend 20% more to cast a spell.

06-10% Power surge. Triple the normal range and duration of the spell.

11-15% Power drop. Reduce maximum damage and range of the spell by half.

16-20% Mega-Damage! The spell caster becomes a Mega-Being for the rest of that melee round and can withstand up to 1000 M.D.!

21-25% Completely different result than desired. Left to the Game Master's discretion; use any alternate spell lower than 8th level that seems appropriate or humorous.

26-30% Power Doubled. Double the maximum damage and range of the spell.

31-35% Demon Rain! The spell doesn't happen, but 1D4 minor demons or Entities appear and immediately attack the spell caster.

36-40% Ambient Energy. Spells requiring 40 or less P.P.E. don't use any P.P.E. from the spell caster; the necessary energy to cast the spell is drawn from the ambient P.P.E. of the ley line.

41-45% Focal Point. The spell caster becomes a lightning rod for mystic energy as long as he stays within the Blue Zone. The character glows and crackles with energy that entire time, making him a living beacon that cannot be missed. Even if the spell caster turns invisible, uses Chameleon, Shadow Meld or any concealment or stealth magic, the crackling energy aura remains visible to mark his location. In addition, every time the character casts a spell, a massive lightning bolt appears directly overhead followed by booming thunderclap a second later. The lightning can be seen and the thunder heard for 1D4+1 miles (3.2 to 8 km).

The good news is each spell costs only half the normal P.P.E. (the rest is drawn from the ambient energy around the spell caster).

The bad news (as if any more was needed) is that the crackling and pulsing aura of light around the spell caster is a constant distraction and impairs his vision, making him -2 on initiative, -3 to parry and dodge, Prowl is impossible and all others skills are performed at -15%. **Note:** Anybody familiar with Blue Zones or magic knows exactly what the light show means: that a spell caster of some kind is at that location. The pyrotechnics can affect *any* spell caster, including dragons, Faeries, demons, and other supernatural or magic casting creatures. Of course, it only occurs when a spell generates this random effect. Lasts until the character leaves the Blue Zone, which means the casting of another spell will create an additional effect on top of this one.

46-50% Raise the Roof. The spell works fine, but the spell caster rises 1D6 feet (0.3 to 1.8 m) above the ground and floats. Speed is reduced to one third normal and the character is -1 to strike, parry and dodge while suspended in the air. Duration of the effect is 2D6 minutes, which means casting other spells during a Chaos Storm will cause other chaotic results, effects and penalties.

51-55% Lightning Bolt. The spell doesn't work, instead the magician fires a 6D6 M.D. lightning bolt at his intended target whether he wanted to inflict damage or not.

56-60% Backlash. The spell works fine, but there is an energy surge that sends a backlash at the spell caster, knocking him off his feet (loses initiative and one melee attack/action) and inflicting 4D6 M.D.

61-65% Energy Drain. The spell works but at half strength. However, a second after the spell is cast, a pair of wildly crackling beams of electricity shoot down from the sky to strike the spell caster. There is no physical damage, but the character loses 1D6x10 points of his P.P.E.!

66-70% Energy Boost. The spell works fine, but the spell caster is struck by a bolt of blue lightning the instant the spell goes off. He is knocked on his behind (loses initiative and one melee attack), but 50% of his P.P.E. is restored and he is healed of 4D6 points of damage (Hit Points, S.D.C. or M.D.C.) physically or 4D6 M.D.C. is restored to his body armor or force field/Armor of Ithan (physical armor magically repairs before one's eyes).

71-75% Armored Combatant. The spell works fine but the spell caster is suddenly enveloped in an aura of Armor of Ithan (200 M.D.C.) and lost to unreasoning combat lust, lashing out savagely against any visible enemy. This effect lasts for 1D4 melee rounds, and during that time all spells work as normal without any odd side effects (don't roll on this table).

76-80% Vanishes. The spell caster is struck by a bolt of white lightning and vanishes. All that's left is a puff of smoke. Unwanted teleportation sends the spell caster 1D6x1000 feet (305 to 1828 m) down the ley line one direction or the other.

81-85% Time Out. The spell caster is struck by a massive yellow bolt of lightning and vanishes. Reappears 1D4 melee rounds later at the exact same location, no worse for the wear.

86-90% Weird World. The spell caster is struck by a massive blue-green bolt of lighting and vanishes. The character reappears in some alien world, demon plane, Astral Plane or other threatening or ominous environment. There may be strange noises, laughter, animal cries, etc. for a terrifying melee round (15 seconds). No harm comes to the character before he fades away to reappear at the very location he vanished from back on Earth. The only catch is that 1D4 hours have passed.

91-00% Ride the Storm. The spell caster is sucked right up into the storm and hurled down the ley line a thousand feet (305 m) above the ground as if on a roller coaster ride inside a tornado. The character is helpless while caught in the torrent of rain and wind and cannot cast magic, perform a skill, speak or even think clearly as he is bombarded by a cacophony of sights, sounds and sensations. He gets drenched and is shaken, but is otherwise unharmed. The entire ordeal lasts for 2D6 minutes and the character is finally deposited on the ground with a thud (but no damage) 2D6x1000 feet (610 to 3657 m) away.

Day Demons

Lesser Day Demons

Firethorn

*Hang-Jaw Demon Rats

*Razoredged Prowler

Savage Fury

Spiked Strangler

Greater Day Demon

Skull Stealer, Greater Demon

Slithering Screamer

Ravenous, Demon Lords

***Note:** Hang-Jaw Demon Rats and the Razoredged Prowler are active during the day and night, sleeping during the hours of noon and sunset unless disturbed or lured into action by the promise of easy food, mischief or, in the case of the Razoredged Prowler, plunder. Other Day Demons can function during the night, but do so at a diminished capacity.

Lesser Day Demons

Firethorn

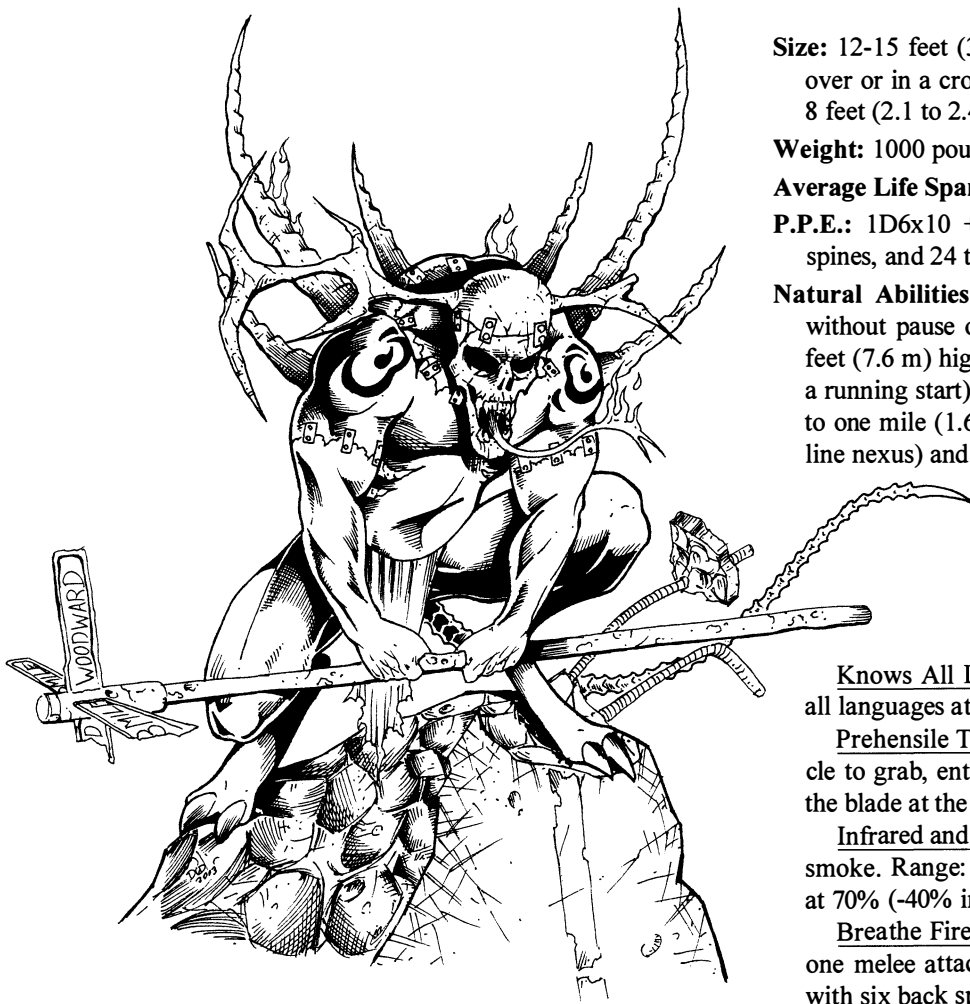
The Firethorn are hulking monstrosities bound to fire. They are stark-white skinned giants with swirling black markings on their shoulders that resemble tattoos. The head is a demonic skull that appears to have been cut off above the eyebrows and bolted back together again. The eye sockets are black and empty (no eyes, no light, nothing), the nose is just a pair of slits, the small teeth are pointed, the fangs pearly white, and a weird antler-like array protrudes from the sides of the head, only they are unlike antlers seen on any animal. A long, red, serpentine tongue, often tipped or covered in flames, licks and lashes out of the mouth. The thick, muscular arms and upper torso of the barrel-chested brute are human-like, but the legs form into something animalistic, ending with a pair of two-toed feet. From the back rise two, four or six long columns of bone rather suggestive of stalagmites or a rib cage that has been broken open. The greater the number of these back spines, the more powerful and deadly the Firethorn Demon. The bony spines indicate age, maturity and raw power, with the six-spined Firethorn being the fewest, most aggressive and powerful (often considered a greater demon). Rolling out from the creature's rump is a long, segmented tail made of bone and which ends in an eight to 12 inch (0.15 to 0.3 m) long blade used for surprise attacks, hamstringing opponents and gutting its victims. Standing fully erect,

the Firethorn is 12 to 15 feet (3.6 to 4.6 m) tall, but they usually stand hunched over or in a crouching position putting eye level at about 7 or 8 feet (2.1 to 2.4 m). Firethorn stand erect only for dramatic effect, to frighten and intimidate lesser beings with their size and power much the same as the African Gorilla.

Firethorn enjoy conflict and are constantly challenging other beings to duels, instigating riots and panic (usually with fire), engaging in vicious battles or raping and pillaging, but love to play with fire more than anything else. It is second nature to use fire in combat, and the infernals are constantly starting fires and burning down buildings and entire towns. Whenever one of these demons engages in arson, he likes to watch his handiwork and bask in the glory of the fiery destruction he has unleashed. Anybody who tries to fight the fire is attacked and beaten into unconsciousness or killed. Because the Firethorn wants to watch and enjoy the spectacle of blazing destruction, the horrid creature is usually content to knock out or incapacitate his adversary any way he can so he may go back to the show. This is one of the few times a Firethorn is careless about leaving an opponent alive. As one can imagine, *NEMA Fire and Rescue* troops (and any fireman or civilian battling the blaze) are constantly falling under attack from Firethorn. The ultimate arsonists, Firethorn are impervious to fire, breathe flame, spit fire balls, and possess a number of fire-based magic spells. These same powers are used mercilessly in combat as well as the monster's strange power to turn anything held in its hands into a Mega-Damage weapon impervious to fire – lamp posts, street sign poles, car fenders, long lengths of pipe and metal girders are their favorite weapons, and readily available in urban environments. The item returns to its S.D.C. nature the instant it is let go.

All Firethorn like to bully, enslave, and belittle humans and other lesser beings, often declaring themselves the lord of a neighborhood or street and ruling their little kingdom like an insane, bullying gang lord. In fact, a Firethorn "Lord" will gather 4-12 other demons and/or human henchmen to serve it – lesser Firethorn, Brodkil, and Gargoyles being their minions of choice. Of course, the Firethorn Lord demands complete obedience from his gangland underlings, though they are given a fair amount of freedom in terrorizing the neighborhood and dealing with troublemakers. Intruders and anyone who challenges the Firethorn's control of his "turf" are immediately attacked and annihilated, with the Firethorn, if not his minions, fighting to the death. His henchmen fight only as long as their lord and master does – if he retreats so do they, if he is slain, they scatter and may even leave the region.

Firethorn are cruel, malicious powerhouses, but lack cunning and guile. Consequently, they are easily provoked to violence and drawn into combat and ambushes. They never turn down a legitimate challenge and go berserk if anyone calls them cowards. However, Firethorn battle like mad bulls devoid of strategy and tactics, charging into the fray bellowing like a bull moose to pound and burn the most immediate or infuriating opponents/offenders one after another. While a straightforward brawler, a Firethorn uses all of his natural abilities with amazing skill and in devastating combinations. Thus, the demon will punch, kick, claw, bite, slash with its lethal tail blade, use its tongue like a fiery whip, breathe flame, spit fireballs, and hammer opponents with S.D.C. debris turned into Mega-Damage bludgeons. The less experienced demons often accept challenges even when



outnumbered and fight to the death. The wiser Firethorn (those with four or six back spikes) are more clever and judicious with their lives, and may ignore insults that are clearly meant to lure them into the open or into ambushes or traps, and they may even retreat to fight another day. Let it be known that any Firethorn demon who retreats will most certainly seek bloody revenge. Though a Firethorn might be physically subdued, even the wiser, elder monsters will *never* surrender.

Also Known as *Fire-Tongue demon* because a few small licks of flame are usually burning along the tip even when the demon is not aggressive.

Race: Lesser Chaos Demon.

Alignment: Always Miscreant or Diabolic.

Attributes: I.Q. 1D4+8 (average human intelligence, but brutish and sadistic), M.E. 1D6+6 (add two points to Firethorn with four back spikes, 1D6 to those with six), M.A. 1D6+6 (add 1D4 to Firethorn with four back spikes, 1D4+4 to those with six), Supernatural P.S. 2D6+24 (half at night or in darkness), P.P. 2D6+12, P.E. 1D6+18, P.B. 1D4, Spd 3D6+12 running.

M.D.C.: P.E. number +3D4x10 (+20 for Firethorn with four back spikes, +48 to those with six), but reduce M.D.C. and P.S. by 50% at night or in darkness. (On S.D.C. worlds, the Firethorn has 2D4x10 +P.E. number for Hit Points and 1D4x10 S.D.C.; reduce both by 50% at night. A.R. 13 by day or 6 by night.)

Horror Factor: 14

Size: 12-15 feet (3.6 to 4.6 m), but they usually stand hunched over or in a crouched position putting eye level at about 7 or 8 feet (2.1 to 2.4 m).

Weight: 1000 pounds (450 kg).

Average Life Span: Uncertain, 1000+ years; probably immortal.

P.P.E.: 1D6x10 +20 (add 12 points to those with four back spikes, and 24 to those with six).

Natural Abilities: Good running speed and can run or fight without pause or exhaustion for 12 hours. Can leap up to 25 feet (7.6 m) high and lengthwise (increase distance 50% with a running start), doesn't breathe air, can survive depths of up to one mile (1.6 km), dimensional teleport 25% (+25% at ley line nexus) and bio-regenerate 2D6 M.D. per melee round.

Knows All Languages: Magically understands and speaks all languages at 90%, but cannot read.

Prehensile Tail (special): The tail can be used like a tentacle to grab, entangle or punch, as well as slice and stab with the blade at the end of the tail.

Infrared and Thermo-Imaging Vision: Can see perfectly in smoke. Range: 3000 feet (914 m). Track via heat-signatures at 70% (-40% in temperatures of 90+ degrees Fahrenheit).

Breathe Fire (special): Each blast of fire breath counts as one melee attack and inflicts 3D6 M.D. (+1D6 for Firethorn with six back spikes); range is 200 feet (61 m).

Spit Fire Ball (special): Each spat unleashes a fire ball the size of a grapefruit and counts as one melee attack. Inflicts 4D6 M.D. (+1D6 for Firethorn with six back spikes); range is 800 feet (244 m).

Fire Whip Tongue (special): The prehensile tongue can extend to be impossibly long (15 feet/4.6 m) and used like a flaming whip. Each tongue lashing (pun intended) does 3D6 M.D. when ablaze, 1D6 when the fire is out, and counts as one melee attack. The tongue can also be used like a tentacle to grab and entangle. No damage when the tongue is dowsed, but victims are held tight and limbs may be pinned (needs to roll a 19 or 20 to strike to pin arms or legs). A crush/squeeze attack does 1D6 M.D. with each constriction of the tongue counting as one melee attack. Damage is 3D6 M.D. (+1D6 for Firethorn with six back spikes) per melee round when the tongue is ablaze and holding onto someone (each constriction does additional damage as above).

Temporarily Turn S.D.C. Objects Into M.D.C.: Turn any inanimate object held in its hands into a Mega-Damage item with 50-100 M.D.C. (the bigger, the more M.D.C.) and use it as a weapon that is impervious to fire. Lamp posts, street sign poles, car fenders, long lengths of pipe and metal girders are their favorite weapons, and inflict 3D6 M.D. per strike. The item returns to its S.D.C. nature the instant it is let go.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons unless they are made of silver or bone, and also impervious to fire, even magic and M.D. fire, disease, and heat. Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics.

Vulnerabilities: 1. Weapons made of silver or bone inflict the equivalent S.D.C. damage as M.D. (i.e. a staff made of bone or coated in silver that inflicts 2D6 S.D.C. would inflict 2D6 M.D. to the Firethorn).

2. Cold-based magic and magical weapons of ice or cold do double damage.

3. Darkness and nighttime (including magical darkness) reduces the demon's P.S. and M.D.C. by half, likewise the damage from its fire attacks are reduced by half (round up).

R.C.C. Skills: Land Navigation 80%, Climb 80/70%, Swim 60%, Prowl 60%, Track Humanoids 70%, Roadwise 40%, Streetwise 55%, Lore: Cities 60%, and Lore: Demons and monsters 60% (+10% to demons with four back spines, +15% for those with six), plus the following skills at 2nd level proficiency: W.P. Blunt, W.P. Staff, W.P. Sword and W.P. Ancient Weapon of choice. May pick up and use modern weapons but without skill bonuses. These skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D4 for those with two back spikes, +1 for those with four and +3 for those with six.

Attacks per Melee: Five (+1 attack to those with four back spikes and +2 for those with six).

Damage: Bite 3D6 M.D., head-butt, punch or kick M.D. as per Supernatural P.S., head-butt with antlers +1D6 M.D., running ram strike with antlers 1D6x10+6 M.D. but counts as two melee attacks, or by weapon or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +3 on initiative, +4 to strike in hand to hand combat including tongue and tail, +5 to strike with fire attacks, +3 to parry, +2 to dodge, +4 to disarm, +5 to pull punch, +2 to roll with impact or fall, +6 to save vs Horror Factor, +2 to save vs mind control, and +3 to save vs possession.

Magic: All Firethorn can cast the following spells, provided the demon has sufficient P.P.E.: Blinding Flash (1), Cloud of Smoke (2), Extinguish Fire (4; at double the usual radius of effect), Fuel Flame (5), Ignite Fire (6), and Circle of Flame (10). Spell potency is equal to the demon's experience level.

Psionics: None.

Enemies: All mortals, particularly demon hunters and heroes. The Firethorn love to take down, enslave, torture and kill heroes and other do-gooders. They also dislike Elementals (all) and Warlocks because they make the demon feel inferior when it comes to fire magic.

Allies: Tend to stay with fellow Firethorn or wander on their own as lone bullies. Sometimes gather a small gang of lesser beings to serve as henchmen, including evil humans, lesser Firethorn, Spiked Stranglers, Demon Rats, lesser demons of Hades, Hecklers, Brodkil, and Gargoyles. They think of Hecklers as wicked court jesters who mock and harass their opponents, captives and slaves. However, any Heckler that smarts off at its Firethorn master is likely to be beaten, burnt or killed. Most Firethorn try to avoid greater demons because they hate having to serve anyone, even another demon.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America. Urban environments where they can do the most damage are their favorite. These brawling demons desire people so they can torment them and tear down civilization.

Note: Remember, the belligerent Firethorn love to start fires and are always playing with and using fire to intimidate, destroy and kill.

Hang-Jaw Demon Rats

Hang-Jaw Demon Rats are foul, gluttonous vermin the size of a large house cat or small dog. Carrion feeders, their primary food is the remains of the dead, however they are vicious, ravenous beings who will also prey upon the sick, injured and weak, sometimes even healthy sleeping individuals and lone travelers. The larger the Demon Rats' *pack*, the bolder and more aggressive they are, with as few as five or six willing to test the strength and resistance of a living victim. Though nasty, aggressive and constantly hungry, Demon Rats quickly back off from opponents who seem strong, healthy and unafraid of them. Furthermore, the rats are too stupid to realize the difference between Mega-Damage weapons, armor and beings, and S.D.C. ones. Consequently, they don't usually attack ordinary, defenseless people unless the intended victim(s) shows sign of disability, frailty or vulnerability. Hang-Jaw Demon Rats can be found in wilderness areas, but prefer urban environments where the food, at least for the moment, is plentiful and there are millions of places they can hide.

Hang-Jaw Demon Rats have the I.Q. of a young child, which makes them appealing to other demons of all kinds, because the vile creatures understand simple orders and willingly hang around and serve anyone who provides them with ample food. As a result, intelligent demons often use Demon Rats for torture, commanding the rats to eat specific body parts (fingers, toes, ears, eyes, etc.) slowly, one at a time, or to strip the skin from specified areas, and similar acts of torture and defilement. Hang-Jaw Demon Rats are also used to lap up spilled blood and eat the remains of the dead and garbage, as well as used as guard animals assigned to a particular area or border and told to attack and either capture or devour (the rats prefer devour) intruders and enemies. In the wild, Demon Rats prowl city ruins searching for bodies to eat under the rubble as well as freshly killed people and animals, and easy living victims who are ill, weak or trapped. Though most people think of "rats" as burrowing and living underground, the Hang-Jaw (and most rats) are excellent climbers and can be found everywhere, from sewers and subterranean tunnels to ground level and the ledges and roof tops of skyscrapers. They are a growing problem in Chicago and other parts of the country, and infest Detroit-Windsor and St. Louis. For NEMA rescue teams, they know whenever there is a disaster, that it is a race between them and the rats as to who gets to trapped and injured survivors first. Fortunately, the Demon Rats usually back off when NEMA hits the scene, but sometimes they continue to prey on survivors away from the main NEMA operation.

Also Known as *Demon Rats* or just *Hang-Jaws* for short.

Race: Lesser Chaos Demon.

Alignment: Always Miscreant or Diabolic predators.

Attributes: I.Q. 1D4+2 (animal intelligence; sadistic and hungry), M.E. 1D6, M.A. 1D6, Supernatural P.S. 1D6+11, P.P. 1D6+15, P.E. 1D6+17, P.B. 1D4, Spd 3D6+22 running.



M.D.C.: P.E. number +4D6, but reduce P.S. by 50% when exposed to sunlight. (On S.D.C. worlds, the Hang-Jaws have 2D6 +P.E. number for Hit Points and 3D6 S.D.C.; A.R. 10 day or night.)

Horror Factor: 8 for a lone individual or less than five, H.F. 11 for a pack of 5-12, 14 for a pack of 15 or more.

Size: 2-3 feet (0.6 to 0.9 m) from snout to rump, plus a long, white, wiggling tail that is as long as its body.

Weight: 20-30 pounds (9 to 12.5 kg).

Average Life Span: Uncertain, 1000+ years; probably immortal.

P.P.E.: 2D6+10

Natural Abilities: Good running speed, can run or fight without pause or exhaustion for 8 hours, and climb and run along narrow ledges, pipe, wire and fencing only 20% slower than their running speed. Demon Rats leap up to 10 feet (3 m) high and lengthwise (increase distance 50% with a running start), dimensional teleport 5% (+20% at ley line nexus) and bio-regenerate 1D4 M.D. per melee round.

Knows All Languages: Magically understands all languages 75%, but cannot read and can only speak in single, raspy words (“yes,” “no,” “food,” “kill,” etc.) or short phrases (“go now eat,” “let us kill,” “no go there,” and so on). Otherwise they have their own system of squeaks, growls, and hissing to communicate to one another as well as to express their displeasure, anger, and hunger.

Tail (special): The tail is *not* prehensile, but is constantly squirming around like a worm, and is used for balance when jumping and climbing.

Nightvision: Can see perfectly in darkness up to 3000 feet (914 m) away. Has good day vision too.

Powerful Jaws (special): The huge teeth and jaws are designed for clamping onto prey and tearing the meat apart. Once clamped tight, it takes a combined Supernatural P.S. of 20 to pry them open (the rat can let go at any time). The rat can bite and chew through M.D.C. materials with some effort, but can chomp through S.D.C. material in a matter of seconds. Bite damage is 2D6 M.D. per attack, claw damage is 1D6 M.D.

Limited Invulnerability (special): Impervious to disease, poison and heat; resistant to Mega-Damage fire and cold (does half damage). The demon is impervious to normal S.D.C. weapons unless they are made of silver. Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics.

Vulnerabilities: 1. Weapons made of silver inflict the equivalent S.D.C. damage as M.D. (i.e. a silver coated dagger that inflicts 1D6 S.D.C. would inflict 1D6 M.D.) and garlic holds them at bay. Demon Rats hate the smell and taste of garlic and won’t go near it. If forced or tricked into eating some, including a strong amount in food, the rat takes 1D4 M.D. per bite. The Demon Rats will not enter a doorway, window or opening from which a string of garlic hangs.

2. Cold- and fire-based magic does half damage while magical weapons and most other spells do full damage.

3. Though the Hang-Jaw Demon Rat prefers the cover of darkness and night, they suffer no penalties from sunlight.

R.C.C. Equivalent Skills: Land Navigation 90%, Climb 90/80%, Swim 70%, Prowl 65%, Track by scent and sight (humanoids and animals) 60% (+20% to follow the scent of blood or decay), Wilderness Survival 85%, and Escape Artist 40%. These skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: Not applicable, see R.C.C. Skills above.

Attacks per Melee: Three.

Damage: Bite: 2D6 M.D. or Claw: 1D6 M.D.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 on initiative, +3 to strike, +1 to parry, +4 to dodge, +1 to pull punch or bite, +2 to roll with impact or fall, +2 to save vs Horror Factor, and +1 on all other saving throws.

Magic: Limited to Death Trance (1), See Aura (6), See the Invisible (4), Sense Evil (2) and Chameleon (6). Spell potency is equal to a third level sorcerer.

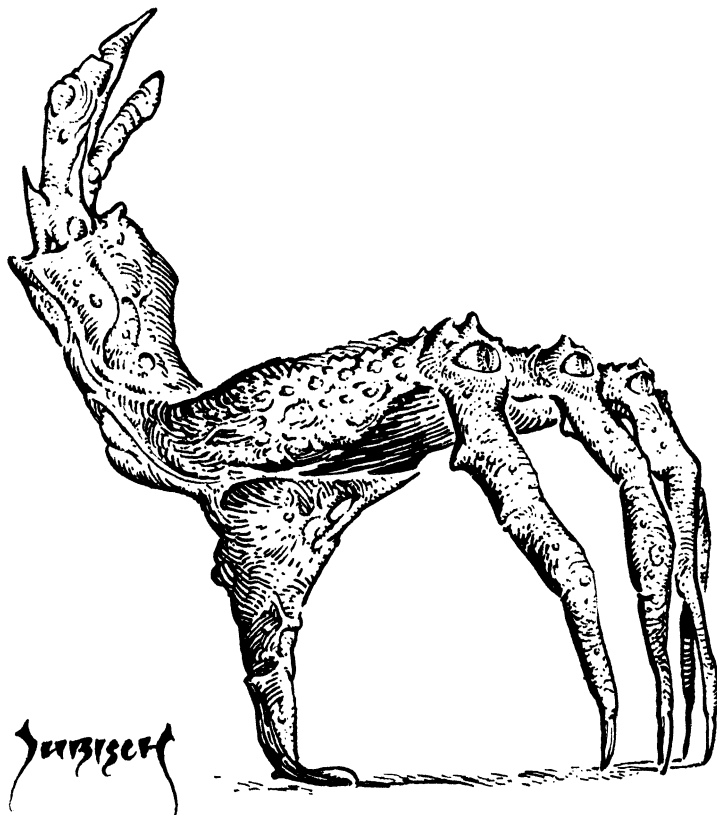
Psionics: None.

Enemies: Mortals are food, plain and simple. Demon Rats are pretty easy going when it comes to dealing with other beings,

as long as they get fed in excess, they're fat and happy, and willing to help other evil creatures as noted in the description. The rats dislike and avoid supernatural and magical felines, attacking only when they outnumber their enemy by at least six to one.

Allies: Animalistic demons, the rats tend to stay with their own kind, gathering in small packs of 2D6+1 members, but sometimes in large packs numbering 1D4x10+20. They get along best with other predators and/or sadistic and cruel beings, including other Day Demons and Hecklers. In fact, Hang-Jaw Demon Rats and Hecklers sometimes join each other's packs, however, one species always outnumbers the other by at least two to one, often by 4, 5, 6 or 8 to one. If the two demons gather in near equal numbers they fight and kill each other for dominance of the pack. Only when one or the other is in the minority can they get along.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America. Urban environments are their favorite domains because they have plenty of prey and hiding places. In the aftermath of the Great Cataclysm there are so many dead that the Demon Rats are happy as gorged pigs, but they'll become more aggressive when their food supply starts to dwindle.



Razoredged Prowler

The Razoredged Prowler is a bizarre creature that resembles a demonic hand that has been decapitated and animated with a life of its own. It appears to have four fingers and a thumb, each with a long yellow fingernail, and a body trunk that looks to be where the hand has been lopped off, just above the wrist. Despite its appearance, the Razoredged Prowler is a weird Chaos

Demon with a life and thoughts of its own. The skin is coarse and lumpy, like that of a toad. Located in each of the knuckles is a small, piercing blue eye, each busily darting around, scanning all directions. When something or someone of interest is spied, the Prowler goes to get a closer look scurrying across the ground, making little scratching or clicking sounds as it goes. Razoredged Prowlers are compulsive thieves always looking for valuables to add to their collection. They are curious about all things, and like to watch other beings doing almost anything even if the demon doesn't understand what's going on.

Razoredged Prowlers are malicious voyeurs who enjoy participating in all manner of skulduggery including robbery, spying, tailing, intelligence gathering, sabotage, planting evidence, torture and murder. When left to their own devices, they watch and wait until something, or someone, strikes their fancy. That's when the Creeping Hand goes to work, sneaking closer, watching and waiting for hours until the moment is right. They like acquiring small objects of beauty, art, value or importance, including keys, credit cards, I.D. cards, jewelry, incriminating evidence and so on). Anyone who gets in its way is struck down, paralyzed or slain. When in a foul mood the Razoredged Prowler may strike to hurt, leaving or finishing off its victim only after hours of torture or terrorizing fun. Whenever someone is killed, the horrible creature always carries off a little souvenir, such as a ring, earring, gem, coin, dagger, fingernail, tooth, or other small bauble. The demon's natural proclivities and desires make them the perfect henchmen for greater demons and evil humans looking for spies, thieves and assassins. Often in need of direction and purpose (otherwise they skitter around for days at a time just stopping and watching life go on around them), most Prowlers welcome working for someone with a definite plan in mind and who gives them clear objectives.

Razoredged Prowlers earn their name from the fact that their long fingernails are like razor-sharp daggers capable of inflicting considerable amounts of damage. Tiny, transparent tubes in their fingernails enable them to draw the blood of their victims from pools on the ground or directly from the victim's body up into the demon's own body like a straw. This is how they feed. Razoredged Prowlers have no apparent nose or mouth, and breathe through their skin and communicate via psionics.

Also Known as *the Creeping Hand* and *Vampire Hand*.

Race: Lesser Chaos Demon.

Alignment: Always Miscreant or Diabolic.

Attributes: I.Q. 1D4+7 (average human intelligence, but very cunning, sneaky, patient and careful), M.E. 2D6+7, M.A. 1D6+7, Supernatural P.S. 1D6+10, P.P. 1D6+15, P.E. 1D6+16, P.B. 1D4, Spd 3D6+20 running on its fingertips.

M.D.C.: P.E. number times two +4D6, and suffers no penalty from sunlight or darkness. (On S.D.C. worlds, the Razoredged Prowler has 2D4x10 Hit Points, 6D6 S.D.C. and an A.R. of 11.)

Horror Factor: 13; an eerie and disturbing sight.

Size: The hand itself is oversized, as one might expect of a demon, and measures 12-18 inches (0.3 to 0.45 m) from the base of the palm to the tips of the fingers. The long, blade-like fingernails add another 4-6 inches. When walking on its fingers (its usual stance) the top of the hand is about 8-12 inches off the ground, with the forearm-like trunk stuck

up at an angle with a bit of what could be a jagged piece of bone protruding from it. Total height is about 15-18 inches (38-46 cm).

Weight: 10-18 pounds (4.5 to 8 kg).

Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute number +2D6.

Natural Abilities: Not only does the demonic looking hand have a good running/crawling speed, it can run along walls and ceilings like an insect, and can leap six feet (1.8 m) high and lengthwise (increase distance 50% with a running start). It can also go 72 hours without sleep or rest, dimensional teleport 15% (+20% at ley line nexus) and bio-regenerate 2D6 M.D. per melee round (can regenerate a destroyed eye every 24 hours and a lost nail or finger in 48 hours).

Knows All Languages: Magically understands all languages at 85%, but cannot read and cannot speak (communicates through psionics).

Tail (special): The jagged edge of the upper body is a stinger that stabs and cuts doing 1D6 M.D. per attack, and can also be used to anchor itself to a wall, branch, ledge or ceiling. Additionally, the demon can, when desired, release a toxin that paralyzes its victims (roll a 16 or higher to save) for 1D4x10+30 minutes per each poisonous sting. Can paralyze six times per 24 hour period.

Multiple Optics: One eye can see the invisible, the second has Nightvision (2000 feet/610 m), a third eye sees the ultraviolet and infrared spectrums of light (2000 feet/610 m), and the fourth eye has telescopic vision up to 30x magnification (2000 foot/610 m range); all have vision as sharp as an eagle in daylight.

Limited Invulnerability (special): Impervious to disease, poison, and normal cold and heat; resistant to Mega-Damage fire and cold (does half damage). The demon is also impervious to normal S.D.C. weapons. Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics.

Vulnerabilities: 1. Mirrors. The creature is mesmerized by its own image and will stare at its reflection for 2D4 hours before being able to break free. If attacked while mesmerized, the enchantment is broke and the demon is free of its reflection to run or fight as it chooses.

2. Cold- and fire-based magic does half damage while magical weapons and most other spells do full damage.

3. Dislikes water and swims at one third its running speed. The number of attacks and combat bonuses are half while treading water.

4. Razoredged Prowlers are equally comfortable in daylight and darkness, and suffer no penalties from sunlight.

Equivalent O.C.C.: Professional Thief or Spy. Skills are as per R.C.C. below.

R.C.C. Equivalent Skills: Land Navigation 90%, Climb 90/90%, Swim 50%, Prowl 70% (+10% in darkness), Roadwise 60%, Lore: Cities 65%, Track Humanoids 70% and Tailing 70% (as per Surveillance Systems skill). These skills do not advance with experience. Plus the following skills that do advance with experience: Pick Locks, Palming and four other *Rogue* skills of choice (excluding Computer Hacking) and two Espionage skills of choice, all get a +10% bonus. Also see Natural Abilities, above and Psionics, below.

Equivalent Level of Experience: 1D6+1

Attacks per Melee: Four.

Damage: Single fingernail attack does 1D4 M.D., four slashing fingers inflict 4D4 M.D., and the stinger attack does 1D6 M.D. from the stab plus it can inject a paralyzing poison at the demon's discretion (victims need a 16 or higher to save vs non-lethal poison).

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +4 to strike, +1 to parry, +4 to dodge, +2 to disarm, +3 to pull punch/fingernail attack, +2 to roll with impact or fall, +4 to save vs Horror Factor, and +2 on all other saving throws.

Magic: Paralysis: Lesser (5) and Repel Animals (7).

Psionics: I.S.P.: M.E. attribute number x3 plus 1D4+6 I.S.P. per level of experience. **Psi-Powers:** Commune with Spirits (6), Mask I.S.P. & Psionics (7), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), Sense Evil (2), Sense Magic (3), Sixth Sense (2), Telepathy (2), Ectoplasm (6-12), Deaden Senses (4), Telekinesis (varies), Telekinetic Punch (6), Telekinetic Push (4) and Bio-Manipulation (Evil Eye): Paralysis only (10).

Enemies: Mortals are food, playthings and victims to be observed, tricked, robbed, tortured, and killed. Other spies and thieves are seen as rivals to be bested or eliminated. Jealous of dragons, Faerie Folk and other creatures of magic reputed to have great treasures hordes. Note that though a Prowler could kill those humans it feeds upon, they often leave their victims terrified and scarred, but alive. Razoredged Prowlers usually kill for a reason, including self-preservation, concealing its presence, stopping an alert from being issued, and more base reasons like jealousy, envy, hate, anger or having been told to kill by a superior.

Allies: There isn't a creature on Earth that the Prowler does not find interesting, and sleeping less than three hours a day provides the demon with ample time to prowl and steal. Their nature makes them ideal thieves, spies and assassins pressed into service by greater demons and other evil, powerful beings, including Witches and other evil practitioners of magic. A Razoredged Prowler doesn't mind serving a greater power provided its master allows it to wander, rob and keep souvenirs from its kills and a bit of stolen booty for itself.

Habitat: Can be found almost anywhere throughout the world, but are especially common in North America and the African continent. Prefer population centers because there is so much to see and do.

Savage Fury

The name says it all, these Day Demons are cackling, shaggy wild men with bronze skin, a lust for combat and a crazed look in their eyes. The typical Savage Fury is a lone hunter and brawler constantly looking for new challenges and new opponents to beat. Nobody knows what sets these maniacs off (truth be told they often just get the itch to fight), but when they attack, they usually fight like a whirling dervish, battering their opponents until they are unconscious or dead. A Savage Fury may step out into the open to issue a challenge, gunslinger-style,

while other times the demon claims a particular stretch of road, or a bridge, or building or other place as its own, and anybody wanting to pass (or passing within the demon's line of sight) must fight the battling demon until it is slain, knocked out or otherwise incapacitated. Just as often, however, a Savage Fury will leap out from a hiding place to attack without warning or provocation. And when would-be opponents avoid the creature, the Savage Fury seeks conflict, creating a situation that forces heroes to attack it. This can be instigated by kidnaping and holding innocent people hostage, threatening children, going on a killing spree, slaughtering livestock, destroying property, stealing something of great value or seizing a location that has significance to humans (hospital, school, armory, factory, etc.), anything to necessitate a showdown.

These bare-fisted, grinning demonic warriors resent being subdued by long-range weapons, magic, psionics or obvious trickery. They prefer no-holds-barred hand to hand combat, the harder and dirtier the fight, the better. Their love for combat is



so great that a look of joy or even ecstasy is etched across their face right up to the moment of their death.

More bully and madman than a true warrior or berserker, Savage Furies don't fight for any cause, nor for wealth or power, and seldom serve a master. They fight for the sheer fun of combat and the thrill of killing. Some people have taken to comparing them to man-eating lions that must be destroyed after they have developed a taste for human flesh. While the Savage Furies are driven by battle-lust, they don't need the taste of blood to set them off. That having been said, these demonic maniacs do frequently devour part of those they defeat in combat, eating the internal organs of the vanquished and smearing themselves with their victim's blood. Like the Firethorn, they take an instant dislike to heroes and champions, automatically singling out NEMA defenders for destruction. However, authority figures and anyone who wields power are potential enemies of the Savage Fury, including Night Demons, Hades Demons, Devils, undead, dragons, and others. A Savage Fury doesn't always kill its enemies, sometimes allowing truly worthy adversaries (or pitifully unworthy ones) to live or escape so the demon can enjoy the thrill of a rematch. An adversary may also be accidentally left for dead, especially when there are numerous or successive opponents to battle.

Also Known as *Bronze demons* due to the color of their skin and hair.

Race: Lesser Chaos Demon.

Alignment: Always Miscreant or Diabolic. Every problem is resolved through violence.

Attributes: I.Q. 1D4+6 (low to average human intelligence; brutish and insane), M.E. 1D6+5 (Savage Furies are actually very focused and deliberate, in their own crazy way), M.A. 1D6, Supernatural P.S. 3D6+32 (half at night or in darkness), P.P. 2D6+12, P.E. 1D6+20, P.B. 1D6, Spd 3D6+30 running.

M.D.C.: P.E. number x2 +2D6x10, however, as a Day Demon, its strength is diminished at night and in darkness: Reduce M.D.C., P.S., and combat bonuses by half and attacks per melee round by two at night or in darkness. (On S.D.C. worlds, the Savage Fury has 2D6x10 Hit Points and 2D4x10 S.D.C.; reduce both along with P.S. and bonuses by half at night. A.R. 13 by day, 7 at night.)

Horror Factor: 12

Size: 7-9 feet (2.1 to 2.7 m).

Weight: 600 pounds (270 kg); muscles like coiled steel.

Average Life Span: Uncertain, 1000+ years; probably immortal.

P.P.E.: 1D6x10 +20

Natural Abilities: Good running speed and can run or fight without pause or exhaustion for 48 hours. Savage Furies are pure physicality and can leap up to 25 feet (7.6 m) high and lengthwise (increase distance 50% with a running start), swim at the same speed as running, can survive depths of up to one mile (1.6 km), and bio-regenerate 3D6 M.D. per melee round. Combat damage only seems to motivate them all the more. Plus dimensional teleport 10% (+25% at ley line nexus).

Knows All Languages: Magically understands and speaks all languages at 80%, but cannot read.

Superior Daytime Vision (special): Sees like a hawk in daylight and possesses polarized vision, reducing glare and preventing the demon from being blinded even by the brightest light. At night, vision is poor and the demon can only see clearly for about 100 feet (30.5 m) without light.

Metamorphosis (special): The Savage Fury can turn into a large golden hound (an oversized Boxer, Mastiff and Great Dane being its favorites), or a frail looking, grinning old man with leathered, golden skin and a thick head of bushy blond hair.

Berserker Rage of Escape (special): A Savage Fury cannot be chained or incarcerated without sending the creature into a berserker rage bent on breaking free. When this occurs, the demon's strength is increased by 50%, usually pushing it to around 60 or beyond, and enabling it to snap, break, smash or pound its way out of any type of restraint or jail in a matter of minutes. The boosted strength immediately reverts to normal the moment the demon frees itself. **Note:** Most Savage Furies will fight to the death rather than be taken captive, so if one surrenders easily or doesn't make a fuss about being taken prisoner, you can bet it is up to something.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons, fire and heat, as well as radiation, disease, and poison. Most Mega-Damage weapons inflict full damage, but lasers, plasma and thermal weapons only do half damage. Magic weapons, spells and psionics do full damage.

Vulnerabilities: 1. The cry of the Blue Jay reveals the demon for its true self, and they can attack and inflict Mega-Damage.

2. Darkness and nighttime (including magical darkness) reduces the demon's M.D.C., P.S., and combat bonuses by half and its attacks per melee round by two.

3. Easily provoked to violence and quick to accept physical challenges which can often work against the creature.

R.C.C. Skills: Land Navigation 70%, Climb 80/70%, Spelunking 80%, Swim 90%, Skin & Prepare Animal Hides 75%, Track Animals 60%, Dowsing 70%, Gardening 60%, Identify Plants & Fruit 80%, and Wrestling. These skills do not improve with experience. The battling demon may pick up and use any ancient or modern weapons but does so without skill bonuses. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D6

Attacks per Melee: Seven.

Damage: Bite 1D6 M.D., head-butt, punch or kick M.D. as per Supernatural P.S. (typically around 5D6 or 6D6 M.D., double damage from a power punch but it counts as two melee attacks), body flip does 4D6 M.D. and running ram or leap attack does 1D6x10+8 M.D. and has a 01-65% likelihood of knocking an opponent off his feet (losing initiative and two melee attacks), but counts as two of the Savage Fury's melee attacks, or by weapon or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +5 on initiative, +5 to strike, +2 to parry, +2 to automatic dodge (the act of dodging does not use up a melee attack/action), +3 to disarm, +4 to pull punch, +2 to roll with impact or fall, impervious to save vs Horror Factor, +4 to save vs possession and +1 on all other saving throws.

Magic: Limited to See the Invisible (4), Sense Evil (2) Sense Magic (2), Cleanse (6), Mystic Alarm (5), and Throwing Stones (5). Spell potency is equal to the demon's experience level.

Psionics: None.

Enemies: All mortals, particularly demon hunters, soldiers, heroes and people who hold power. The Savage Fury loves to battle, beat and kill heroes above all others, but rarely engages in torture or taking prisoners or slaves. Tend to see other warrior demons, including Baal-rogs, Shedim, Fenry and Gallu Bulls as rivals, and hate Gargoyles, Brodkil and other *sub-demons* as unworthy inferiors.

Allies: Savage Furies are lone hunters, but are occasionally reined in and commanded by demon lords and other powerful beings, but never for a very long time. They are too wild and independent to be controlled and do not work well in groups, especially not with other Savage Furies who are always trying to one-up one another. Savage Furies are impressed by raw power and fighting skill, however, and will back down and even kowtow to more powerful beings. They aren't happy about it and don't like serving greater beings, but they will do so from time to time, provided their momentary "master" leads them with an iron fist. Should a leader (probably an inhuman one) win over one or more Savage Furies, their fanatical devotion is unshakable and frightening. Under this rare circumstance, the demons will work as a small elite group and even sacrifice their own lives to protect and serve their master in the line of duty. Only the calm, tolerant Spiked Stranglers will accept a Savage Fury into their group without trepidation, partly because they like its initiative and partly because they don't care if the insane brawler gets itself killed or draws them into a conflict.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America. Urban environments, roads and junctions where they can find opponents on a regular basis are the place they want to be, but Savage Furies have a knack for finding opponents to fight wherever they go.

Spiked Strangler

The Spiked Strangler is another gluttonous beast who thrives on combat, brutality and death. Unlike the many lone hunters and prowlers among Day Demons, the Spiked Strangler is a team player, or more to the point a follower. The dull-witted demon looks toward *others* for guidance and purpose, finding it easier to follow than make decisions on their own. If no demon is available, the creature turns to any evil being, including humans and particularly Witches and other evil practitioners of magic, to lead it. Spiked Stranglers rarely bother with details, coming up with ideas or developing strategies or tactics. Instead, they look for someone else to give them orders and do all the hard work of thinking and planning. This makes the Stranglers more like patient attack dogs or combat grunts than ravaging monsters. Spiked Stranglers hate personal responsibility or having to think for themselves, and much prefer waiting for orders from someone else or opportunity to fall into their laps. Ironically, they are not lazy and enjoy fighting, slaughter and

destruction. They also enjoy intimidating and torturing others, but lack the patience to stretch such sweet agony out for more than a few hours before snapping their prisoner's neck or eating them alive. Consequently, it's never prudent to leave a Spiked Strangler *in charge* of prisoners or interrogation, but with supervision, they are excellent minions and henchmen.

The Spiked Stranglers' follower mentality and low intelligence makes them ideal as demon shock troops, watch dogs and savage guardians in the service of greater powers. As *guardsmen* they are strong and loyal, never shirk their duty and fight like tigers when faced with intruders or invaders. They are commonly used by Skull Stealers, Ravenous and other evil masters to guard lairs, hideouts, supply depots, prisoners, magic items, loot, and dimensional portals. As *shock troopers*, they are sent against NEMA soldiers and enemy strongholds and to hunt down escaped prisoners, enemies and competitors like hungry bloodhounds. Simple-minded creatures, they are best suited for straightforward assignments like, "kill anybody who comes this way," "track down the prisoner (or spy or whoever) and kill them (or bring them back)," or "guard this passageway (or border, or room, etc.)," "let no one pass," or "kill every NEMA agent you encounter," and so on.

One of the odd qualities about the Spiked Strangler is their amazing calm and patience to the point of sometimes seeming

lackadaisical or lazy, sitting and eating or picking at their skin without a care in the world until an enemy shows his face or they are ordered to action. Someone not familiar with the demons might even be misled into thinking they are big, dumb, slow moving lugs that represent little danger, but that mistake can cost one his life. When a Spiked Strangler rises to action it fights with the power, determination and ferociousness of an angry grizzly bear, snapping necks, cracking spines and gutting prey with its massive, clawed hands. When the prey or enemy forces appear, the demon strikes with unbridled fury and savagery. Once combat is engaged, there is no room for discussion, deal-making, games, or pleas for mercy. Unless the demon's master has issued an order about taking prisoners, the demon will not accept surrender and fights to kill, not stopping until it or its quarry lies dead. The harder the fight, the better the demon likes. That famous patience and calm also helps Spiked Stranglers to keep a clear head, and their low I.Q. and narrow focus keeps helps them to follow orders to the "T" without question or worry. Thus, they seldom waver from their duty or abandon their post unless attacked and dragged away kicking and biting. If a Spiked Strangler has any fear of death, he never shows it, growling, biting and clawing the entire battle without hesitation or fatigue. Fighting to the death is part of the job, and, as one might expect, the Spiked Strangler doesn't waste time thinking about it.

When not under the influence of a greater being (including evil humans) the Spiked Strangler fends for itself the best it can. They often gather with 1D6 other Stranglers and/or other lesser demons, possibly even turning to a Savage Fury for leadership or living with Demon Rats, Hecklers, Ghouls or Gargoyles. Without a strong leader who isn't a Spiked Strangler, the creatures keep a low profile, hunting and killing primarily for food and self-defense. Some may try to continue to fulfill whatever their last order was to the best of their ability in perpetuity. Spiked Stranglers are one of the few demons who will slaughter and eat animals as well as humans, but they prefer feasting on human flesh and bones. Likewise, Spiked Stranglers on their own are difficult to flush from their lair, forcing adversaries to come in and get them where the demon has the home advantage. Strange rock formations, twisted wreckage, swamps, bogs, sewers, caves, tunnels and abandoned buildings are where Spiked Stranglers make their homes.

Spiked Stranglers appear as large, humanoid reptiles covered in bumps and spines reminiscent of horned toads. The skin is a pale green with mottled patches of white, brown or grey, the eyes are small and bright green. A pair of tiny horns protrude from the top of their rock hard head, and the monster's maw is nearly the size of an alligator's only it is lined with large, dagger-like teeth. Small spikes cover the creature's tough, leathery hide, providing the demon with additional physical protection. Even when sleeping, the demon usually rests on its



haunches, always ready to leap to action. The legs are short, but powerful, and the arms are long and disproportionate to the rest of the body, like that of a gorilla. The clawed, shovel-like hands are even more oversized than the arms and serve as lethal hammering and slashing weapons. The short thin tail ends in a heavy, spiked ball that can whomp attackers sneaking up from behind or from the sides. Spiked Stranglers have little use for magic or weaponry, preferring to strangle or snap the neck or spine of their opponents with their bare hands, or to rip out the throat with their teeth or claws. This makes the demon susceptible to long-range attacks and magical countermeasures, but in the carnage of the Great Cataclysm, close, urban combat is the norm, placing the Spiked Strangler in its element.

Also Known as the *Spiked Lizard* and *Demon Guard*.

Race: Lesser Demon.

Alignment: 50% are Miscreant and 50% are Aberrant evil, but both are loyal to their own kind and their chosen leaders.

Attributes: I.Q. 1D4+3, but even the most dull-witted follow orders well and are deadly predators; M.E. 1D6+8, M.A. 1D6+8, Supernatural P.S. 1D6+24, P.P. 2D6+10, P.E. 2D6+12, P.B. 1D6, Spd 2D6+20.

M.D.C.: P.E. number x2, +3D6x10. (On S.D.C. worlds, the demon has 2D4x10 +P.E. number for Hit Points, 2D4x10 S.D.C., and an A.R. 14 by day, 10 by night.)

Horror Factor: 10

Size: 6-7 feet (1.8 to 2.1 m) tall.

Weight: 300-400 pounds (135 to 180 kg).

Average Life Span: Uncertain, 1000+ years; probably immortal.

P.P.E.: 2D4x10

Natural Abilities: Fair to good speed, can run or fight without pause or exhaustion for 36 hours, leap up to 8 feet (2.4 m) high and lengthwise, see the invisible, track blood scent up to two miles (3.2 km) away at 72% proficiency, dimensional teleport 5% (+15% at a ley line nexus), and bio-regenerate 2D6 M.D. per melee round.

Knows All Languages: Magically understands and speaks all languages at 90%, but cannot read.

Nightvision: 1000 feet (305 m), plus the demon can see the invisible.

Limited Metamorphosis (special): Twice per day the Spiked Strangler can transform into a pale green and grey lizard or snake that can range in size from 1-8 feet (0.3 to 2.4 m), as the demon desires. This metamorphosis can only be performed during daylight hours.

Limited Invulnerability (special): Impervious to poison and disease (eats spoiled meat and rotting corpses) as well as normal cold and heat (magic cold- and fire-based attacks do half damage). Normal S.D.C. weapons do no damage but weapons made from the wood of a Millennium Tree, Holy Weapons, and Rune Weapons inflict double damage. Mega-Damage weapons, spells and psionics inflict full damage.

Vulnerabilities: 1. Dogs: Sees dogs as both a rival and a natural enemy; fears them (H.F. 13) and canines inflict the S.D.C. damage as M.D. x2 (so a typical dog bite does 2D4 to 2D6 M.D. to Spiked Stranglers). See the Dog description under *Animal Vulnerabilities*.

2. Darkness and nighttime (including magical darkness) reduces the demon's M.D.C. and P.S. by half, and inhibits metamorphosis.

3. Will either fight to the death or flee when their leader is killed or captured.

R.C.C. Equivalent Skills: Climb 95%/90%, Rope Works 80%, Prowl 50%, Swim 90%, Horsemanship: Exotic Animals, Land Navigation 70%, Track Humanoids by sight alone 65%, Track Animals 60%, and Wilderness Survival 90%. Also select *two* skills from each of the following skill categories: Wilderness and Ancient W.P., but all stay at first level proficiency and no skill improves with experience.

Attacks per Melee: Five.

Damage: Bite does 3D6 M.D., a single clawed finger does 1D6 M.D. and a claw strike does 4D6 M.D. +Supernatural P.S. damage (3D6 M.D., that's 7D6 or 1D4x10 M.D. total)! Can parry with its hands, claws, and spiked elbows.

The act of strangling/choking does 3D6 M.D. per attack of squeezing. The attack is either done from behind or in such a way that the demon pins its victim's arms with its own oversized and spiked limbs, preventing the victim from being able to strike his attacker. Against ordinary humans without protective magic or M.D.C. body armor, the wind pipe is instantly crushed and the victim will die without a tracheotomy in 1D4 minutes from lack of air. Against armored opponents and magical armor and force fields the damage is done to the main body of the armor, and when that's gone the frail human throat is vulnerable to being crushed. In the alternative, the demon may snap the neck or spine (lower back) of unarmored victims with a quick, powerful twist. (Optional Spine Breaking Table: 01-30% paralyzed but the damage is repairable with modern medicine, and a full recovery is expected in 1D4+1 months. 31-66% paralyzed from irreparable damage, but partial or full bionic conversion can restore the individual through bio-mechanical means; recovery is 4D6+20 days. 67-00% Killed instantly.)

R.C.C. Bonuses (in addition to likely attribute bonuses): +3 to strike, +5 to parry, +4 to dodge, +4 to pull punch, +3 to disarm, +1 to roll with impact or fall, and is impervious to Horror Factor, poison, and spoiled food.

Magic: Very limited: Lantern Light (1), Cleanse (6), Sense Magic (4), Chameleon (6) and Mystic Alarm (5).

Psionics: None.

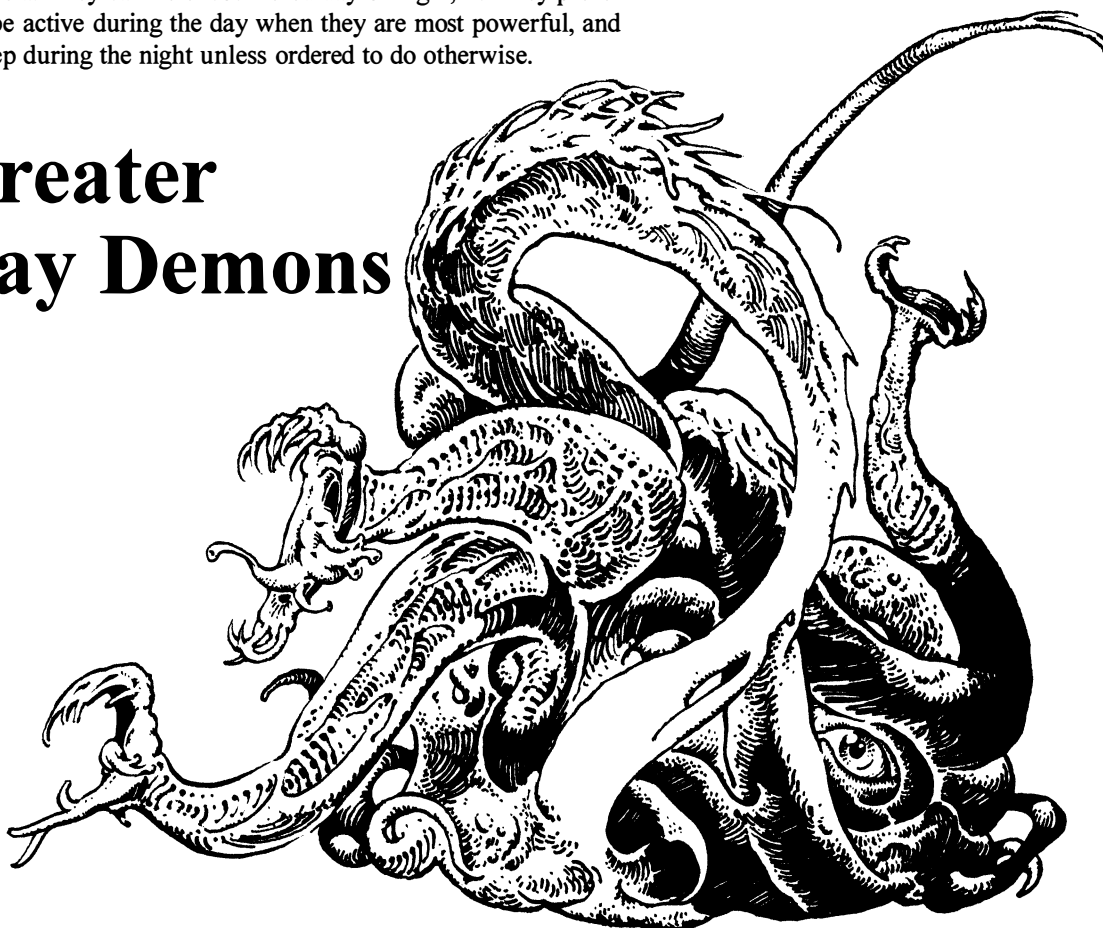
Enemies: Humans and all mortal beings are regarded as prey, slaves and victims. However, unlike other demons, the Spiked Strangler usually hunts only for food or attacks because it was told to by a greater power. Hates and fears dogs and all canine beings, including the Fenry of Dyval. Otherwise, the easy going demon is content with scaring people, eating them when hungry, and living a quiet life – of course, that never happens because they are drawn to serve more powerful demons, monsters and people who use the Spiked Stranglers for their own evil or world conquering schemes. Thus, its master's enemies are its enemies.

Allies: Spiked Stranglers get along with most other demons and supernatural beings, including sub-demons, because they are usually subservient to them and fight on their behalf. Fire-thorn, Slithering Screamer, Skull Stealers and Ravenous,

among many others, find them very desirable minions, defenders and warriors.

Habitat: May be found anywhere in the world, but are especially numerous in North and South America, China and Russia. They can be encountered day or night, but they prefer to be active during the day when they are most powerful, and sleep during the night unless ordered to do otherwise.

Greater Day Demons



Slithering Screamer Greater Demon

The Slithering Screamer is, arguably, the most hideous of the Day Demons: a screeching, writhing, coiled clump of flesh and tentacles. Each Screamer has three, tangled tentacles with a wicked, slobbering mouth at the end. Three tails also lash and flail about, and buried in the soft, fleshy mass of the main body are three human-looking eyes. Veins in the tentacles throb and pulsate, and the entire body undulates when it moves, all giving the vile creature the appearance that it is in constant pain. Bundled in a clump, the Slithering Screamer's body is a tangled mass of three tentacles and three tails jammed every which way into a mass of squirming flesh. The maw of each tentacle-head can open a foot and a half to two feet (0.45 to 0.6 m) wide to deliver a vicious bite. The tentacles can also entangle, constrict and crush opponents and prey, but its real power is psionics.

Wicked and cunning in the extreme, the Slithering Screamer is only happy when those around it are suffering. In fact, this Day Demon is a master manipulator skilled at instigating hatred, envy, betrayal and pain. It does so by linking its foul essence with as many as three mortal individuals to create *Screamer Witches* bestowed with its psionic powers (at half the demon's level of power) in exchange for their loyal servitude. Once the pact and mental link is made, the Slithering Screamer sees and

hears everything each of its Witches experiences, but the connection even goes deeper: the demon can telepathically communicate with them regardless of distance and feels their every emotion and knows their most intense thoughts and desires. The emotions give the horrid serpent the pleasure and energy it thrives on, for Slithering Screamers are empathic vampires who feed on emotions born from anger, hate, desire, fear, sorrow, and frustration – and the Screamer Witches serve as the monster's main course meal. The chaos and suffering caused by the Witches are delicious desert.

Slithering Screamers are movers and shakers who prefer to remain safely hidden while they create trouble and sorrow from behind the scenes through their Witch surrogates. The Witches in turn work their evil, stirring up strife and causing dissension among humans. Since the demon experiences everything its Witches do, right down to their emotions and desires, the Slithering Screamer always knows the right things to whisper in the Witches' ears, making suggestions, encouraging evil, and, when necessary, issuing orders via its telepathy. Most Witches are willing servants who welcome the advice and commands of their master. Those who challenge, ignore or refuse their demon lord discover the hard way that the Screamer can hurt them at will via psionics without any opportunity for the Witch to save.

Also Known as *the Tangled Serpent* and *Witch Demon*.

Race: Greater Chaos Demon.

Note: Most people don't realize each of the three snake/tentacle heads is a distinct individual with its own intelligence, thoughts and personality. However, the three heads are like simpatico brothers all working together for the same goals: to tear down human civilization, promote cruelty and suffering and to keep the wheels of chaos turning.

Alignment: Always Miscreant or Diabolic; select an alignment for each head.

Attributes: I.Q. 1D6+14 (high human intelligence, cunning and conniving; roll the three Mental attributes for each head), M.E. 2D6+14, M.A. 1D6+10, Supernatural P.S. 1D6+20, P.P. 1D6+10, P.E. 1D6+14, P.B. 1D4, Spd 3D6+6.

M.D.C.: 1D6x10+60 +P.E. number, but reduce M.D.C. and P.S. by 50% when exposed to darkness. (On S.D.C. worlds, the Slithering Screamer has 1D4x10+24 Hit Points and 6D6+12 S.D.C.; reduce both by 50% at night or in darkness. A.R. 12 day or night.)

Horror Factor: 14; an eerie and frightening sight.

Size: The Slithering Screamer's body is 4-5 feet (1.2 to 1.5 m) tall and roughly 5-6 feet (1.5 to 1.8 m) in diameter. However, the three tentacles and three tails can reach an additional 7-9 feet (2.1 to 2.7 m), making it, overall, about the equivalent of a small car.

Weight: 600-1000 pounds (270 to 450 kg).

Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute number x3. **I.S.P.:** M.E. attribute number x6.

Natural Abilities: The Slithering Screamer can crawl along most surfaces, including along walls and ceilings like an insect, go 72 hours without sleep or rest, turn invisible at will (can be maintained for an indefinite period time), see the invisible, breathe without air, dimensional teleport 30% (+30% at ley line nexus), bio-regenerate 3D6 M.D. per melee round and can regenerate a lost eye (has three of 'em) every 24 hours, a lost tail in 48 hours and one lost head/maw/tentacle every 72 hours. Also see Psionics.

Knows All Languages: Magically understands all languages at 96%, but cannot read except through a Witch's eyes or by reading the mind of those who can read. Can't speak either, but communicates through psionics (empathy, telepathy and psychic link to its Witches).

Tails (special): The three tails are prehensile and can strike an opponent and parry like a whip. The tail can also grab and hold objects, turn doorknobs, flips switches and similar basic functions. The use of ancient weapons is done without benefit of bonuses and the use of modern guns is done without bonuses and at a penalty of -4 to strike.

Multiple Optics: Each eye can see the invisible, nightvision (1000 feet/305 m), and see into the ultra-violet spectrum of light. Has three eyes, one for each tentacle, but the eye is located in the coil mass. The eyes are positioned in such a way that the monster can see in all directions at once and cannot be attacked from behind or by surprise.

Limited Invulnerability (special): Impervious to disease, poison, and normal cold and heat; resistant to Mega-Damage fire and cold (does half damage). The demon is also impervious to normal S.D.C. weapons. Mega-Damage weapons inflict full damage, as do magic weapons and psionics.

Vulnerabilities: 1. Magic. Gets no special bonus to save vs magic, and spells, even cold- and fire-based ones, do full damage. Magical weapons do double damage and magical restraints cannot be broken or escaped from without outside intervention. Other spells and M.D. weapons also do full damage.

2. The cry of the Blue Jay reveals the demon for its true self and can attack inflicting Mega-Damage. See Animal Vulnerabilities for details.

3. Dislikes water and swims at one third its running speed. The number of attacks and combat bonuses are half while treading water.

4. Darkness and nighttime (including magical darkness) reduces the demon's M.D.C. and P.S. by half, and inhibits the ability to turn invisible at will or to use any concealment or disguise psi-powers.

R.C.C. Equivalent Skills: Land Navigation 90%, Climb 90/80%, Swim 60%, Prowl 60%, Seduction 60%, Streetwise 80%, Palming 65%, Concealment 70%, Find Contraband 80%, Pick Locks 60%, Law 70%, Lore: Demons & Monsters 80%, Lore: Psychics & Psionics 90%, Dowsing 50%, Intelligence 80%, and Interrogation 90%. These skills do not improve with experience. Also see Natural Abilities, above and Psionics, below.

Equivalent Level of Experience: 1D6+2 for the average NPC villain.

Attacks per Melee: Six.

Damage: Bite does 2D6 M.D., tail slash or head butt inflicts 1D6 M.D., or by magic or psionics. Constriction attack does 4D6 S.D.C. damage per squeeze; each constriction/squeeze counts as one melee action

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +4 to strike, +1 to parry, +4 to dodge, +2 to disarm, +3 to entangle, +3 to pull punch/tail attack, +2 to roll with impact or fall, +4 to save vs Horror Factor, and +2 on all other saving throws.

Magic: Globe of Daylight (2), Cleanse (6), Extinguish Fire (4), Levitate (5), Turn Dead (6), Negate Poison (5), Charismatic Aura (10), Calling (8), Ley Line Transmission (30) and Escape (8).

Psionics: **I.S.P.:** M.E. attribute number x6, plus 10 I.S.P. per level of experience; **Master Psychic.** **Psi-Powers:** All Sensitive powers plus Alter Aura (2), Deaden Senses (4), Death Trance (1), Ectoplasm (6+), Ectoplasmic Disguise (12), Levitation (varies), Astral Golem (50+), Bio-Manipulation (10), Empathic Transmission (6), Group Mind Block (22), Group Trance (15), Hypnotic Suggestion (6), Mind Bolt (varies), Mind Bond (10), Psychic Body Field (30), Psychic Omni-Sight (15) and Radiate Horror Factor (8). Level of power as per experience.

Psychic Scream (special): A Psychic Scream rips through the mind like a brain aneurism, causing the temples to throb, vision to blur and inflicting 1D6+2 points of damage direct to Hit Points (double damage if used on its own Screamer Witch, and 5D6 M.D. if the attack is leveled against an M.D.C. creature). The scream affects energy beings, Astral Travelers, Entities and other ethereal beings normally impervious to physical attack. The scream can only be performed

once per melee round and counts as one of the monster's melee actions/attacks. Requires line of sight and close proximity (100 foot/30.5 m range) to use this attack (unlimited range only when used on its Witch).

In the alternative, the demon can use a less damaging scream, actually three screams, reverberating inside a person's head. Only the intended victim can hear the screams, and he instinctively knows they mean the Slithering Screamer is nearby or coming for him. The psychic scream can come and go or be done as a constant, non-stop, screeching. Spell casters have trouble casting invocations higher than fourth level (takes twice as long and requires 50% more P.P.E.), combat bonuses are -2, and those trying to perform a skill do so with a penalty of -20%. The louder the psychic screaming gets, the nearer the Slithering Screamer (and his minions) must be. It can be quite maddening, making sleep or concentration impossible. **Note:** A Screamer Witch can perform only this lesser scream, not the physically damaging one. Additionally, the Witch will hear a scream and sense his/her creator is in trouble every time the demon suffers physical or emotional damage. The other heads and other Slithering Screamers are impervious to this power. Psychic Sensitives can hear the scream as if it were a faint echo in the distance without suffering any of the penalties or damage, but only when using the power of Empathy, Commune with Spirits or Meditation.

Psychic Link to Create Screamer Witch (special): Each serpent can link to *one* mortal and make him or her its minion. Union with a human or other mortal gives that individual a direct open link to his demonic master and all of its psionic powers, except this one, at half the level of the master. It also makes the mortal into a minor Mega-Damage being, turning Hit Points, only, into Mega-Damage point for point; S.D.C. remain unchanged. As noted earlier, the link enables the Slithering Screamer to know and feel everything experienced by the mortal, including intense thoughts and desires. Moreover, the demon can communicate with the Witch through psionics without range limit. Thus, the demon can talk to the Witch whenever it wants, and the Witch can't stop or block the transmission. Likewise, the Witch's demon creator can use any of its psychic powers on the Witch, regardless of distance, and the Witch has no chance to save vs any attack directed at her. The two are one, but the Screamer is in charge, and may use its psionics on the Witch to punish or keep the character in line. Most Screamer Witches don't realize this or that the bond is permanent until it is too late – the only way to break the bond is to, somehow, slay their creator or kill themselves (and the demon will know if they are considering either option). If the Slithering Screamer becomes disenchanted with the Witch, the demon must break their connection and find someone new, but the connection can only be severed by death (another reason to keep one's Slithering Screamer happy and satisfied).

Enemies: Mortals are the playthings of the gods, and Slithering Screamers think of themselves as dark gods of chaos. Thus, humans are meant for their amusements and to serve as pawns in demonic games. They have no respect for human life and do everything in their power to create turmoil, suffering, war and destruction. The collapse of human civilization on a global scale is glorious, and the ensuing chaos and high

levels of magic and dimension spanning energies a rare delight.

Other enemies include anybody who interferes with their fun, creatures of light, Demon & Witch Hunters, and heroes in general. They also have an ongoing rivalry with other demons (particularly Night Demons and Russian Archaic demons) and beings who also use humans for sport.

Allies: Fellow Day Demons, commanding many of the lesser ones as needed or desired, their Witch minions and foolish humans and D-Bees willing to worship or serve them. Rumor has it that Slithering Screamers also associate with dangerous beings known as the Splugorth and their minions and dreaded World Slayer or Apocalyptic Demons. Worshiped by Witchlings and Spiked Stranglers, admired by Hecklers, respected by Skull Stealers, Firethorn and other demons, and favored minion of the Ravenous.

Habitat: Can be found anywhere throughout the world, but are especially common in North America, Africa, Russia, China and Asia. Prefer population centers where there are ample playmates, pawns, fools and worshipers to be found.

Skull Stealer Greater Day Demon

The Skull Stealer is a gruesome monster who flays and decapitates its victims, eating their skin and brains, and keeps the skull as a trophy. The demon has human-like body and likes to wear human clothing, but any similarities end there. The skin is copper colored, the fingers and thumb of each hand sport long, crimson claws, and biting snakes seem to grow out from a serpentine tattoo coiled around the upper torso and each forearm. The left arm has an additional pair of weird tentacles lined and tipped with razor-sharp blades. This and the claws are used to skin and eviscerate its victims. The head is anything but human: blank eyes glow a menacing yellow, the mouth is long and oversized, the teeth are large, flat and cut like scissors, and the tongue is long and pink. A pair of large, curling horns protrude from the forehead, and behind them a massive red Afro rises up from the scalp like a fiery, red cloud. Symbols of darkness are etched into the skin on the chest and forehead, and a pair of long, pointed ears stretch out behind the horns. Three to six skulls representing the demon's latest most worthy "kills" usually dangle from its belt or are worn in some other fashionable way as an intimidation tactic and as trophies.

Even the Savage Fury avoids these vicious fiends for fear of being pressed into their service. The Firethorn, other Day Demons, Hecklers and most lesser demons fear and respect the Skull Stealers and jump at their command. Consequently, the Skull Stealer can operate as a lone wolf or as a military commander with a few to scores of other demons forced into their service. Skull Stealers also associate with other Stealers and unaffiliated Greater Demons from other clans and dimensions. They are cunning and clever schemers with good heads for strategies and tactics, setting traps and instigating trouble. However, like most Day Demons, they are arrogant, aggressive and violent, preferring straightforward combat and rule through intimidation, fear and brute force. They can be seen walking the streets of Chaos Earth's shattered cities like kings. Cruel



power-mongers, they travel the Megaverse looking for kingdoms to conquer, mortals to enslave, prizes to be won, and set themselves up as Warlords and tyrant kings. They love to conquer, enslave and lord over lesser beings, crushing insurrection, tormenting their subjects for their own amusement, and constantly doing hurtful and degrading things to remind them who holds the power. Showing these monsters mercy is a mistake, for the fiend will only return for revenge measured in blood.

Also Known as *Snake Arms* for obvious reasons.

Race: Greater Chaos Demon.

Alignment: Always Miscreant or Diabolic; meanspirited, vengeful and cruel.

Attributes: I.Q. 1D6+10, M.E. 1D6+12, M.A. 1D6+10, Supernatural P.S. 2D6+30 (half at night or in darkness), P.P. 2D6+12, P.E. 1D6+20, P.B. 1D6, Spd 2D6+20.

M.D.C.: P.E. number x5 +3D6x10, however, as a Day Demon, its strength is diminished at night and in darkness: Reduce M.D.C., P.S., attacks per melee and combat bonuses by half at night or in darkness. (On S.D.C. worlds, the Skull Stealer has 2D6x10 Hit Points and 2D4x10 S.D.C.; reduce both along with P.S. and bonuses by half at night. A.R. 14 by day, 8 at night.)

Horror Factor: 15

Size: Can adjust its size from 5-12 feet (1.5 to 3.6 m) at will.

Weight: 600 pounds (270 kg) of muscle.

Average Life Span: Uncertain, 1000+ years; probably immortal.

P.P.E.: 1D6x100 +120

Natural Abilities: Fair running speed and can fight without pause or fatigue for 72 hours. Skull Stealers are pure physicality and can leap up to 25 feet (7.6 m) high and lengthwise (increase distance 50% with a running start), swim at the same speed as running, can survive depths of up to one mile (1.6 km), breathe without air, bio-regenerate 4D6 M.D. per melee round and dimensional teleport 30% (+30% at ley line nexus).

Knows All Languages: Magically understands, speaks and reads all languages at 90%.

Superior Daytime Vision (special): Sees like a hawk in daylight (can see a rabbit-sized target up to two miles/3.2 km away), sees the invisible, and possesses polarized vision, reducing glare and preventing the demon from being blinded even by the brightest light. At night, vision is fair and the demon can see clearly for about 300 feet (91.5 m) without light.

Snake Arms (special): Can bite opponents in the physical and Astral and ethereal planes of existence. See Damage for details.

Metamorphosis: Snake (special): The Skull Stealer can turn into a large, but ordinary looking garden snake that appears to be innocently slithering along. This metamorphosis is typically used as a disguise to spy upon its enemies, subjects or own troops, often unnoticed (+10% to Prowl skill). While in snake form, the demon may elect to speak and may cast spells, but has none of his other vaunted powers or combat abilities (half the attacks per melee in this form).

Metamorphosis: Monster Snake (special): The demon can turn into a giant, constricting snake with three heads. The transformation can be performed at will and maintained for as long as desired. This is not a disguise, but an intimidation tactic and opportunity to use attacks not available to it in humanoid form. As a giant, monstrous snake, the Skull Stealer is 20-30 feet (6.1 to 9.1 m) long and has three heads, the center one with curled horns, the other two a bit shorter and without horns.

The Horned Snake breathes fire (5D6 M.D. per blast, with a 100 foot/30.5 m range) and fires beams of light from its eyes (3D6 M.D. for a single eye blast, 6D6 M.D. for simultaneous blasts from both eyes at the same target; range 2000 feet/610 m), the other two snake heads breathe blasts of cold (4D6 M.D. each, 90 foot/27.4 m range). As usual, the two hornless snakes can see the invisible and can attack the ethereal.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons, fire and heat, as well as radiation, disease, and poison. Most Mega-Damage weapons inflict full damage, but lasers, plasma and thermal weapons only do half damage. Magic weapons, spells and psionics do full damage.

Vulnerabilities: 1. The cry of the Blue Jay reveals the demon for its true self, and its attacks inflict Mega-Damage. See Animal Vulnerabilities for details.

2. Weapons made of iron or having 70% iron content inflict the equivalent S.D.C. damage as M.D. (i.e. an iron mace that does 2D6 S.D.C. would inflict 2D6 M.D.).

3. Darkness and nighttime (including magical darkness) reduces the demon's M.D.C., P.S. (and subsequent damage), attacks per melee and combat bonuses by half at night or in darkness. Likewise the damage from its fire breath, eye beams and snake arm attacks are reduced by half (round up).

R.C.C. Skills: Land Navigation 90%, Climb 90/80%, Swim 90%, Seduction 60%, Streetwise 80%, Find Contraband 90%, Law 80%, Lore: Demons & Monsters 90%, Lore: Magic 90%, Lore: Religion 80%, Interrogation 75%, Detect Ambush 75%, Detect Concealment 75%, Escape Artist 60%, Military Etiquette 70%, Recognize Weapon Quality 80%, and Gemology 85%; these skills do not improve with experience. Plus W.P. Chain, W.P. Blunt and W.P. Energy Rifle; all W.P.s are equal to second level proficiency and do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D6+4 for the average NPC villain.

Attacks per Melee: Ten total, six for the Skull Stealer himself, plus each of the snake arms get two attacks independent of the Skull Stealer, though they work in concert to protect and defend the demon and slay his enemies.

Damage: Bite 2D4 M.D., punch or kick M.D. as per Supernatural P.S. (typically around 4D6 or 5D6 M.D., double damage from a power punch but it counts as two melee attacks), but a claw strike does 3D6 M.D. +Supernatural P.S. damage (7D6 M.D. is typical), body flip does 2D6 M.D. A head butt with horns does Supernatural P.S. damage plus an additional 2D6 M.D. but counts as two melee attacks and a running ram attack with the horns does 2D4x10 M.D. and has a 01-65% likelihood of knocking an opponent off his feet (losing initiative and two melee attacks), but counts as three of the demon's melee attacks. May also use a weapon or magic.

Snake Arms (special): The two serpents that form out of the forearms can act independent of the Skull Stealer, but always work toward the same purpose. In combat they are always alert for enemies sneaking up from the sides or behind and snake around to engage them. The snakes can see the invisible and can bite opponents in both the physical and the ethereal/Astral planes of existence. Thus, they can attack energy beings, ghosts and Astral Travelers that are not normally affected by creatures on the physical plane. Damage is 2D6 M.D. per bite or the snakes' bite can inflict one of the following magical effects equal to a 3rd level spell without using up any of the Skull Stealer's base P.P.E.: *Paralysis: Lesser, Blind, Agony, Fire Bolt* (damage to the one bitten), *Mental Blast, Spoil* (applicable only to food and drink that is bitten), and *Repel Animal* (specifically the animal bitten). **Note:** Each snake gets only two attacks per melee round and the magic only affects the one bitten, provided he does not save vs magic (needs a 14 or higher). A successful save means the magic has no effect and the bite does no damage.

R.C.C. Bonuses (in addition to attribute bonuses): +4 on initiative, +4 to strike, +6 to parry, +4 to dodge, +2 to disarm, +5 to pull punch, +1 to roll with impact or fall, impervious to Horror Factor, +5 to save vs possession and +3 on all other saving throws.

Magic: Blinding Flash (1), Globe of Daylight (2), Light Target (6), Lightblade (20), Magic Shield (6), Life Drain (25), Deflect (10), Reflection (7), Calling (8), Charm (12), Compulsion (20), Domination (10), Trance (10), Mute (50), Constrain Being (20), Expel Demons (35), Fool's Gold (10), Charismatic Aura (10), Mask of Deceit (15), Memory Bank (12), Cleanse (6), See Aura (6), Sense Evil (4), Sense Magic (4), Extinguish Fire (4), Levitate (5), Float in Air (5), Fly as the Eagle (25), Invisibility: Simple (6), Invisibility: Superior (20), Force Bonds (25), Mystic Fulcrum (5), Turn Dead (6), Repel Animal (7), and Tame Beast (60).

Psionics: I.S.P.: M.E. attribute number x2. **Limited Psionic Powers:** Astral Projection (8), Commune with Spirits (6), Read Dimensional Portal (6), and Telepathy (4) (at 5x the normal range).

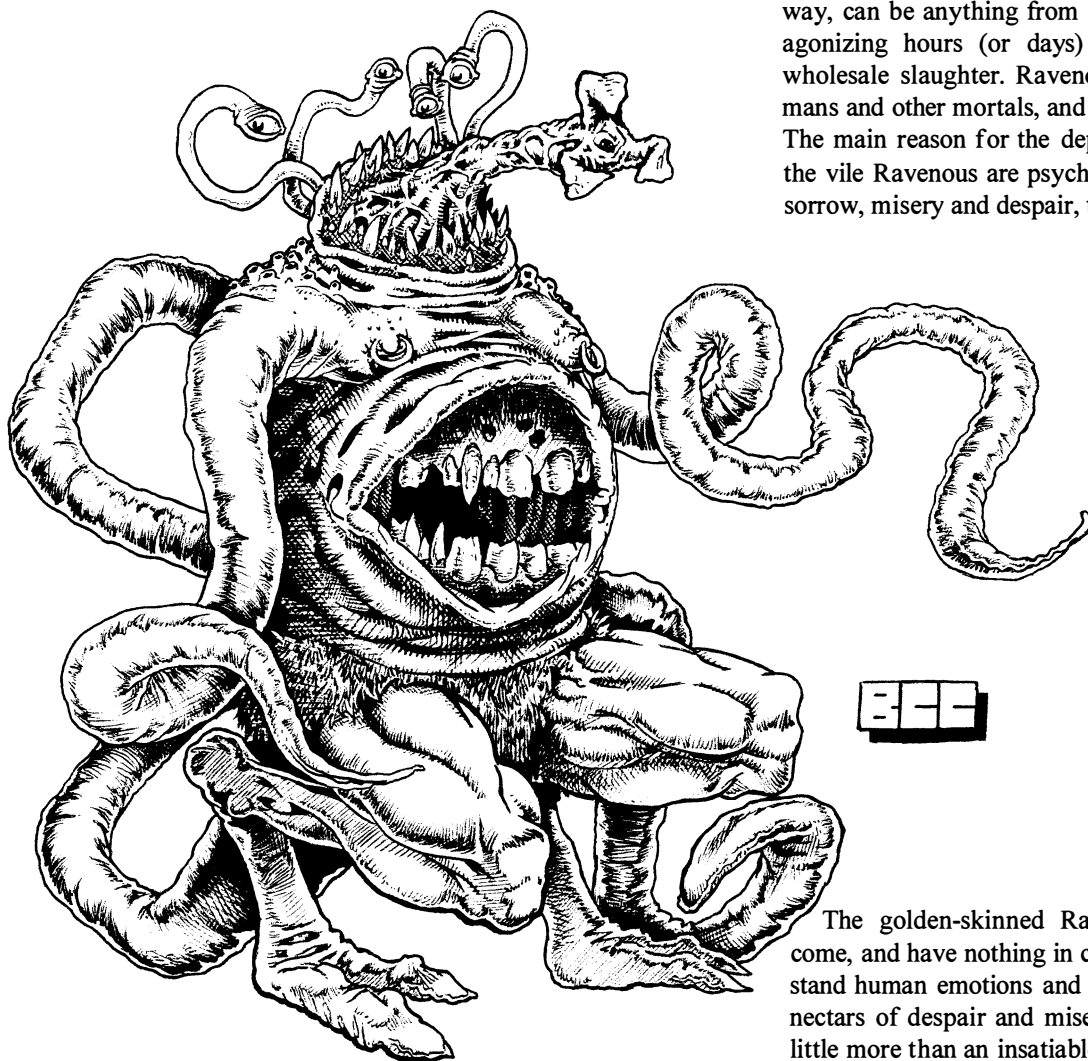
Enemies: All mortals, particularly demon hunters, soldiers, heroes, NEMA troops, and people who hold power, as well as creatures and gods of light. Tend to see other greater demons as rivals and potential enemies. Hate the Russian Archaic demons (ancient rivals), Splugorth (a greater power) and distrust dragons who can be conniving and great powers in their own right.

Allies: Day Demons and any demons, sub-demons, creatures of magic, Necromancers, demon worshipers, and mortals will-

ing to accept, serve and/or worship the Skull Stealer. Only the Savage Fury tries to avoid the demon because they hate serving any master, but are frequently pressed into the service of this demon and the Ravenous, though smart leaders send them on assignments where the Fury can work alone or with a couple of Spiked Stranglers.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America, Africa, Russia and parts of Asia. Urban environments where there are people to conquer and enslave are preferred.

Note: The Skull Stealer's lair or throne room (sometimes throughout the palace and/or kingdom) will be decorated and lined with the skulls of those it has vanquished, which can number into the thousands. In fact the monster's throne, altars, grand entrances, and other arches and objects may be made entirely of skulls – and just skulls, not other types of bone.



Ravenous, Demon Lords

The Ravenous are rare, powerful greater Day Demons who border on being true Demon Lords. All Day Demons respect and obey the Ravenous out of fear, as do many lesser Night Demons and other supernatural beings. Even the power hungry *Skull Stealers* and independent *Savage Furies* submit to the power and will of the Ravenous. The former often serve the Demon Lords as their commanders, lieutenants, magistrates and

governors. The latter as lone assassins, saboteurs, rabble-rousers, diversions and, when gathered as a group, shock troops. The Ravenous love to be worshiped and feared and often engage in campaigns to conquer, enslave and rule mortals and other lesser beings. However, they want this only to be important and wield power, they care nothing about the people, commerce or the global environment, and make terrible administrators (the Skull Stealers and Slithering Screemers are better for that). They also usually tear apart their own conquered civilizations by imposing impossible demands, exorbitant tribute/taxes, arbitrary and changing laws, and other conditions that drive the people to rebel or die trying. For one thing, the Ravenous are outrageously demanding and fickle, their needs and desires changing on a whim, and they expect their minions and subjects to cater to those changing needs. For another, Ravenous are bossy, ill-tempered, petty and cruel, lashing out at their servants and conquered people over the most trite issues. Lashing out, by the way, can be anything from a tongue lashing, beating or fine to agonizing hours (or days) of torture, mutilation, death and wholesale slaughter. Ravenous are especially intolerant of humans and other mortals, and treat them worse than a mangy dog. The main reason for the deplorable treatment, however, is that the vile Ravenous are psychic vampires who feed on pain, fear, sorrow, misery and despair, thus they promote it at every turn.

The golden-skinned Ravenous are as monstrous as they come, and have nothing in common with humanity. They understand human emotions and need only enough to milk the sweet nectars of despair and misery. Even physically, the creature is little more than an insatiable maw suspended on a pair of weird legs. A pair of tentacles that look more like worms are in the place of arms. An equally worm-like tail curls around the body with a life of its own and is three times as long as the body is tall. A second mouth full of shark-teeth crowns the top of the head, only the tongue that protrudes from it is more like a muscular tentacle that ends with three, thick, flower petal-like fingers and a single eye in the middle of its palm. Behind the crown of fangs are four eyes mounted on withering, serpentine stalks, each wielding a different magical power with which to strike down or immobilize the demon's enemies.

As the defacto lords of the Day Demons, the Ravenous are daylight creatures who can be found sunning themselves on hot afternoons and soaking in the warm despair and hot emotions they have cultivated among the people around them. The monsters function adequately at night and in darkness, but like most of their fellow daytime creatures, they are physically diminished and their magic reduced in the dark of night. Perhaps this why they shun caves and shadowy places for the lofty heights of sunlit mountain peaks, towers, skyscrapers, rooftops and open spaces.

Also Known as *The Terrible One* and *Devouring Worm*.

Race: Lord of the Chaos Day Demons and Harbinger of Despair and Misery.

Alignment: Always Diabolic. Self-absorbed, cruel, vindictive, petty and volatile. Torments and kills others when its needs are not immediately satisfied, a terror when its desires are denied.

Attributes: I.Q. 1D6+20, M.E. 1D6+12, M.A. 1D6+16, Supernatural P.S. 2D6+32 (half at night or in darkness), P.P. 1D6+18, P.E. 1D6+20, P.B. 1D4, Spd 1D6+20.

M.D.C.: Main body: P.E. number x3 +5D6x100, two tentacles: 1D6x100 M.D.C. each, and the tail: 1D6x100+200 M.D.C. Reduce M.D.C., P.S., attacks per melee and level of magic by *half* at night or in darkness. (On S.D.C. worlds, the Ravenous have 3D6x100 Hit Points and 2D4x100 S.D.C.; reduce Hit Points, S.D.C., P.S., attacks and magical power level by half at night or in darkness. A.R. 14 by day, 8 at night.)

Horror Factor: 16

Size: Can adjust its size from 8-15 feet (2.4 to 4.6 m) at will; tentacles are as long as the body is tall and the tail tentacle is three times that size.

Weight: 1600 pounds (720 kg).

Average Life Span: Uncertain, probably immortal.

P.P.E.: 1D6x100 +550. **I.S.P.:** M.E. attribute number x5.

Natural Abilities: Fair running speed and can fight without pause or fatigue indefinitely as long as the atmosphere is filled with fear, despair and sorrow (along with other emotions). Can leap up to 25 feet (7.6 m) high and lengthwise (increase distance 50% with a running start), swims at the same speed as running, can survive depths of up to one mile (1.6 km), breathes without air, bio-regenerates 1D6x10 M.D. per melee round and lost limbs, eyes, eye stalks, regenerate at the dawn of the next new day, teleport self 92%, and dimensional teleport 50% (+30% at a ley line nexus).

Knows All Languages: Magically understands, speaks and reads all languages at 90%.

Superior Daytime Vision (special): Sees like a hawk in daylight (can see a rabbit-sized target up to two miles/3.2 km away), sees the invisible, and possesses polarized vision, reducing glare and preventing the demon from being blinded even by the brightest light. Nightvision is fair and the demon can see clearly for about 500 feet (152.2 m) without light.

Worm Arms/Tentacles (special): Can punch, whip, entangle and strangle. See Damage for details.

Metamorphosis: Golden Human (special): Looks like a homely, golden skinned human with tangled hair reminiscent of worms. This guise is taken to walk among humans without

causing a panic or to spy upon others in the mortal world (including his own allies and minions).

Metamorphosis: Giant Golden Worm (special): The Demon Lord can turn into a 40 foot (12.2 m) golden-skinned worm that can tunnel underground or crawl through tunnels at twice its running speed. At head of the worm is its giant maw, large enough to bite a man in half or swallow him whole (2D4x10 M.D.; each biting attack counts as one attack). While in worm form, all of its light-based magic spells do double damage and have triple the range, but only when out in the light of day. Underground, in the dark or at night, the worm is half the size, bite damage is half, and its M.D.C. is half, light spells do half their normal damage and have half their normal range and duration. Furthermore, when trapped in darkness, *no* other magic spells can be cast until the Ravenous resumes its normal appearance or the finds the light of day. (Yes, a Globe of Daylight will do the trick, but its duration is half because it is cast in darkness.) This metamorphosis is typically used for dramatic effect, fun and to access tunnels or dig/travel underground or to make good an escape by burrowing underground. (Like a worm the soft earth collapses behind it, covering its trail and preventing others from following through its tunnel.)

Four Eye Stalks (special): Each eye and eye stalk has 120 M.D.C. (60 Hit Points in an S.D.C. environment, A.R. 12), can see the invisible, has nightvision 500 feet (152.4 m), is +2 to strike, +4 to dodge, and fires a beam of light that has special magical properties. In all cases, the range of the eye beam is 500 feet (152.4 m), cast at 6th level proficiency, and each eye has one attack per melee round (4 total). The eyes are constantly looking around, vigilant for sneak attacks.

1. Fire Ball, same as the spell, but at no P.P.E. cost.
2. Call Lightning, same as the spell, but at no P.P.E. cost.
3. Wisps of Confusion, same as the spell, but at no P.P.E. cost.

4. Wind Rush, same as the spell, but at no P.P.E. cost.

If severed from the body, the eye and its stalk regenerates at the dawn of the next new day. The same is true of the tentacle arms and tail.

Mouth Stalk (special): The petal-like appendages can function like a hand, though a bit clumsy (-5% to skill performance). The eye in the palm of the hand-like appendage can see in all spectrums of light, sees the invisible, has Nightvision (1000 feet/30.5), and can fire a laser-like beam of light that does 4D6 M.D., range 2000 feet (610 m), once per melee round.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons, fire and heat, as well as radiation, disease, and poison. Most Mega-Damage weapons inflict full damage, but lasers, plasma and thermal weapons only do half damage. Magic weapons, spells and psionics do full damage.

Vulnerabilities: 1. The cry of the Blue Jay reveals the demon for its true self, and its attacks inflict Mega-Damage. See Animal Vulnerabilities for details.

2. Weapons made of iron or having 70% iron content inflict the equivalent S.D.C. damage as M.D. (i.e. an iron mace that does 2D6 S.D.C. would inflict 2D6 M.D.).

3. Darkness and nighttime (including magical darkness) reduces the demon's M.D.C., P.S. (and subsequent damage),

attacks per melee and level of magic by *half*. Likewise the spell strength of the eyes is reduced by half.

R.C.C. Skills: Land Navigation 90%, Climb 90/80%, Swim 90%, Seduction 60%, Streetwise 80%, Find Contraband 90%, Law 80%, Lore: Demons & Monsters 90%, Lore: Magic 90%, Lore: Religion 80%, Interrogation 75%, Detect Ambush 75%, Detect Concealment 75%, Escape Artist 60%, Military Etiquette 70%, Recognize Weapon Quality 80%, and Gemology 85%; these skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 2D6

Attacks per Melee: 11 total, six by hand to hand combat with the tentacles, or six via psionic attacks or three by spell, plus two for the tail-tentacle, one each (4 total) for each of the eye-stalks, and the one laser attack from the mouth-stalk.

Damage: Bite 1D6x10 M.D., tentacle/tail punch/strike, kick or stomp as per Supernatural P.S. (typically around 4D6 or 5D6 M.D., double damage from a power punch but it counts as two melee attacks), body flip does 2D6 M.D. The tentacles can also be used to entangle and hold/pin and opponent (no damage) or constrict and crush the entangled victim, does 4D6 M.D. per squeeze, each counting as one of the six attacks.

R.C.C. Bonuses (in addition to attribute bonuses): +4 on initiative, +4 to strike, +6 to parry, +4 to dodge, +2 to disarm, +5 to pull punch, +1 to roll with impact or fall, impervious to save vs Horror Factor, +5 to save vs possession and +3 on all other saving throws.

Magic: Of all the known Day Demons, the Ravenous wield the greatest magic, which they use with ruthless glee to elevate them to lord and master over their fellow demons and pitiful mortals. However, the range of magic is unusual. All Spell Invocations Levels 1, 3, 7, and 15, plus Cleanse (6), Concealment (6), Fear (5), Mystic Alarm (5), Blind (6), Mute (50), Magic Net (7), Life Blast (15), Lightning Arc (30), Swords to Snakes (50), Speed of the Snail (50), Spoil (Water & Food, 30), Death Curse (Special), Aura of Power (4), Aura of Doom (40), Negate Magic (30), Dessicate the Supernatural (50), Banishment (65), Commune with Spirits (25), Exorcism (30), Expel Demons (35), Forcebonds (25), Turn Dead (6), Negate Poison (5), Sustain (12), Charismatic Aura (10), Charm (12), Calling (8), Locate (30), Teleport: Lesser (15), Ley Line Transmission (30), Escape (8), Repel Animals (7), and Protection Circle: Simple (45) and Superior (300). Magic is cast at the experience level of the demon (half in darkness).

Psionics: I.S.P.: M.E. attribute number x5. Limited Psionic Powers: Astral Projection (8), Commune with Spirits (6), Read Dimensional Portal (6), Sense Dimensional Anomaly (4), Sense Time (2), Remote Viewing (10), Telepathy (4) (at 10x the normal range), Empathy (4), and Empathic Transmission (6).

Enemies: All mortals, particularly demon hunters, soldiers, heroes, NEMA troops, and people who hold power, as well as creatures and gods of light. Tends to see other races of demons as rivals and potential enemies. Hates the Russian Archaic demons (ancient rivals), Splugorth (a greater power) and distrusts dragons who can be conniving and great powers unto themselves.

Allies: Day Demons and any demons, sub-demons, creatures of magic, Necromancers, demon worshipers, and mortals willing to accept, serve and/or worship it.

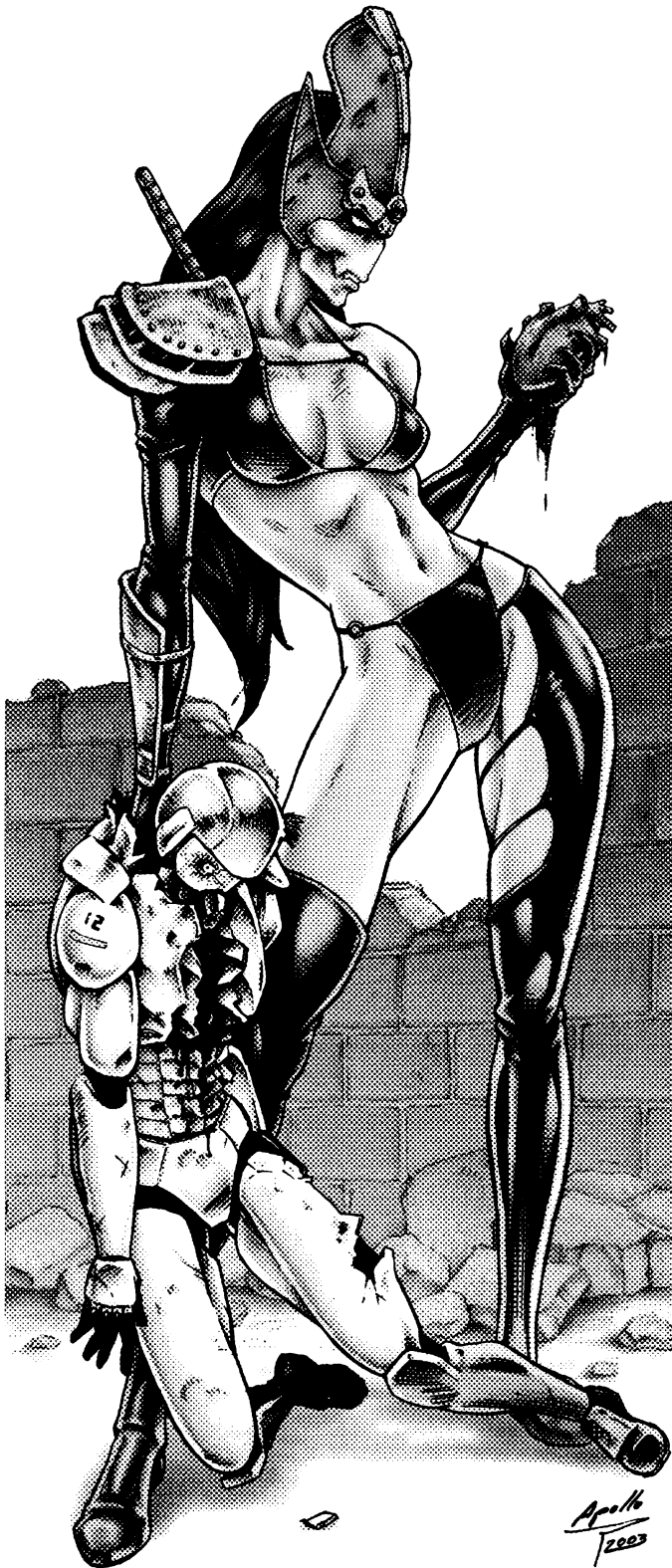
Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America, Africa, Russia and parts of Asia. Urban environments where there are people to conquer and enslave are preferred.

World Slayer Demons

World Slayers are Apocalyptic Demons drawn to people and places during times of global (or cosmic) crisis. It is said their appearance indicates an "end time," be it an end of an era, civilization, people/race, world or entire galaxy. Thus, their presence here, on Earth, so quickly in the advent of the Great Cataclysm is extremely disturbing. Not only that, but dozens of bands of World Slayers have been identified in virtually every country on the planet. The appearance of so many Apocalyptic Demons is exceedingly rare and indicates a global catastrophe that has ramifications on a cosmic scale. It also signifies that the dominant intelligent life form on Earth teeters on the verge of extinction, and it's the World Slayer's job to push them over the edge. Unlike most other demons, who are opportunistic predators, conquerors, and tormentors out for themselves and the general perpetration of wickedness and chaos, World Slayers are highly disciplined monsters on a mission: destroy humankind, starting with tearing down civilization and promoting savagery. In North America that makes NEMA, defenders of life, protectors of technology and soldiers of civilization (along with other champions of justice, peace and goodness), their prime target.

World Slayers always operate in squads of four: a Desecrator, Desolator, Strife, and Subjugator. They work in tandem toward the same goals and perform as a well oiled team whose members play to each other's strengths and watch their comrades' backs. If one or more are captured the other teammates orchestrate a rescue (probably by manipulating lesser beings). If one or more are killed, the remaining teammate(s) immediately begins a campaign of revenge. If the lost ones are satisfactorily avenged (namely, those responsible are slain or made to suffer horribly), the lost team members will be replaced with new ones of the corresponding type, just one day appearing out of nowhere. If vengeance cannot be achieved, the remaining World Slayer(s) wanders the countryside inflicting death and destruction until he too is destroyed.

Unlike Day, Night and Archaic Demons, World Slayers are not affected or diminished by light or dark. Their powers and abilities remain constant day and night, though they do have their vulnerabilities.



The Desecrator

Part Amazon warrior, part siren, all monster, this she-demon is a killing machine that uses whatever means are available to destroy Earth's defenders and tear down the last vestiges of human civilization. Deception, sex, lust, greed, fear, hate, and love are as deadly in the hands of the Desecrator as any modern or

magical weapon, because she knows how to turn the knife of every emotion to get the desired result. Her feminine wiles are as developed and dangerous as her killer instinct. Though the Desecrator prefers open combat, the she-demon is highly skilled in the arts of subterfuge, manipulation, lies and subtlety. When direct force is too obvious or inappropriate, the demon takes the form of a beautiful woman in order to seduce and influence men of power. The stroke of a hand and a kiss in the right place, accompanied by a gentle suggestion, disturbing observation or cutting criticism whispered in the right ear, at the right moment, can pit brother against brother, turn son against father, and instigate murder, treachery, injustice, revenge, a hasty decision, genocide, or war, and ultimately start a process that may send untold thousands to the grave and put civilization one step closer to oblivion.

The Desecrator is truly a heartless witch devoid of mercy and kindness, closed to compassion and regret, and driven to destroy. Only triumph and destruction bring this miserable creature joy, while failure and defeat drive a stake through the block of ice that is her heart. Being tricked or bested by humans, especially as the result of self-sacrifice or raw goodness, makes the Desecrator crazy with anger and frustration, and may provoke her to become reckless or desperate, or simply to vent her rage on the next poor soul she happens upon. Desecrators love to inflict pain and suffering, engaging in torture and brutality at every opportunity, and usually defile the body of their victims, especially important figures, by ripping out the heart (or other organs) and eating it.

The Desecrator's natural demon form is that of a giant, female warrior. The skin is gray with a light green pallor, the hair black and long, and her slender fingers tipped with nails that magically turn into short, curved claws. The curvaceous demon might almost be attractive if not for the hideous, noseless face, fangs and glowing white eyes rimmed with red. A decadent seductress, the Desecrator is usually scantily clad in bits of black or red leather, designed to make her seem less threatening (or more desirable) so opponents underestimate her and she can rip out their throats. Usually wears an ornate headdress or helmet, has a magical dagger or M.D. energy weapon slung on her hip, and an enchanted sword, mace or other ancient weapon slung over her shoulder.

Also Known as *Lady Deathbringer*.

Race: World Slayer, considered to be a Greater Demon and harbinger of destruction.

Alignment: Always Diabolic; ruthless, cold, arrogant, and condescending. Often the team leader.

Attributes: I.Q. 1D6+18, M.E. 1D6+13, M.A. 1D6+16, Supernatural P.S. 1D4+31, P.P. 1D6+20, P.E. 1D6+20, P.B. 1D6+10 (1D6+20 in mortal guise), Spd 2D6+60 (can run faster than 45 mph/72 km).

M.D.C.: 6D6x10+96. (On S.D.C. worlds, the Desecrator has 3D6x10 +P.E. number for Hit Points, and 2D6x10+46 S.D.C. and an A.R. of 13.)

Horror Factor: 13

Size: 8-10 feet (2.4 to 3 m) tall; thin and muscular.

Weight: 500 pounds (225 kg).

Average Life Span: Unknown, probably immortal.

P.P.E.: 1D6x10+46

Natural Abilities: Excellent running speed and can run or fight without pause or fatigue for 24 hours. Can leap up to 30 feet (9.1 m) high and lengthwise (increase distance 50% with a running start), doesn't breathe air, can survive depths of up to one mile (1.6 km), dimensional teleport 25% (+25% at ley line nexus), sees the invisible, Nightvision 600 feet (183 m), bio-regenerate 2D6 M.D. per melee round and dimensional teleport 10% (+15% at a ley line nexus).

Knows All Languages: Magically understands and speaks all languages at 96%, but reads at only 60%.

Metamorphosis Humanoid: The demon can use metamorphosis to transform into a beautiful, female human (or D-Bee or any mortal humanoid) with a P.B. of 1D6+20. The transformation can be maintained indefinitely or switched from mortal to demon or another lovely lady at will. However, the demon cannot make herself look exactly like another living female (may look similar, like a sister or cousin, but there are glaring differences), unless the demon *kills* the woman and eats her eyes, tongue and heart. If that is done, the demon looks and sounds exactly like the deceased, but the disguise can only be maintained for 30 days, and once abandoned (changes appearance) it cannot be recaptured.

Shoot Energy Beams from the Eyes (special): A defense mechanism that inflicts 2D6 M.D. per blast (1D6 M.D. per eye) and has a maximum range of 50 feet (15.2 m). Each blast counts as one melee attack.

Use Any Weapon: The Desecrator has the innate ability to pick up and use *any* weapon (ancient, modern or alien) and wield it at 5th level W.P. proficiency; excludes demolitions.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons unless they are made of silver. Impervious to Horror Factor, disease, poison and normal fire and cold (M.D. fire and cold do half damage). Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics.

Vulnerabilities: 1. Weapons made of silver inflict the equivalent S.D.C. damage as M.D. (i.e. a sword made of, or coated in, silver that inflicts 2D6 S.D.C. would inflict 2D6 M.D. to the demon). Holy Weapons, Demon Slaying weapons, and items made from Millennium Trees inflict double damage.

2. Tends to underestimate humans, ignores their feelings and nature (sometimes giving herself away as being inhuman), and is overconfident and arrogant.

R.C.C. Skills: Basic Math 95%, Land Navigation 95%, Climb 95/85%, Dance 90%, Sing 85%, Sew 80%, Swim 95%, Track Humanoids 85%, Track Animals 70%, Wilderness Survival 75%, Dowsing 70%, Prowl 65%, Pick Locks 75%, Pick Pockets 80%, Palming 85%, Concealment 90%, Seduction 50% (+30% in mortal form), Streetwise 90%, Art 85%, Forgery 80%, Detect Ambush 75%, Escape Artist 70%, Interrogation 75%, Lore: Demons & Monsters 90%, Recognize Weapon Quality 85%, and can use any weapon equal to a 5th level W.P. These skills do not increase with experience.

Equivalent Level of Experience: 1D4+4 for the typical NPC villain.

Attacks per Melee: Eight physical or two by magic.

Damage: Bite 2D6 M.D., head-butt, punch or kick M.D. as per Supernatural P.S. (5D6 S.D.C. on a restrained punch, 4D6

M.D. on a full strength punch, 1D4x10 on power punch, but it counts as two melee attacks), or by weapon or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +3 on initiative, +4 to strike, +3 to parry, +2 to dodge, +3 to disarm, +5 to pull punch, +2 to roll with impact or fall, impervious to save vs Horror Factor, +3 to save vs mind control, +8 to save vs possession and +1 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Aura of Power (4), Charismatic Aura (10), Charm (12), Calling (8), Distant Voice (10) and Words of Truth (15). Spell potency is equal to the demon's experience level.

Psionics: None.

Enemies: Those that fate has earmarked for annihilation (in this case, Earthlings), people of advanced (and particularly peaceful) civilizations, the gods of light, and demon hunters, heroes and do-gooders in general. Don't like or trust dragons and most creatures of magic. In North America, NEMA is seen as their primary enemy and obstacle.

Allies: Only the other World Slayers and the fabled Four Horsemen of the Apocalypse are regarded as true, trustworthy allies, all others, even worshipers of demons and death, as well as fellow demons are viewed with suspicion and concern. However, the Desecrator will work and associate with anyone, including good characters, to achieve its goals or if it leads to mass destruction, genocide or the defeat of a greater enemy. The best schemes are when the demon achieves her team of World Slayers' goal and she is able to bring down or destroy the good characters or rivals who helped them to accomplish the task. Allies beware, the Desecrator is as duplicitous, self-serving, ruthless and treacherous as they come. Of course, half the time, those aiding the demon don't know who she is or what are her real goals.

Habitat: Found worldwide. At least a hundred bands of World Slayers are active in North America alone.

Desolator

The Desolator is equal parts tank, wrecking ball and transportation system. His function within the World Slayers is heavy support for the rest of the team, weapon of mass destruction, and transportation via magic and dimensional portals. The demon is not dumb or foolish, but does live to battle and destroy. A one demon wrecking crew, the Desolator can punch, kick and ram his way through buildings, stomp vehicles and hammer opponents into oblivion. When unleashed in full force, the giant takes on the heaviest enemy defenses, armored vehicles and troops. However, the Desolator is a team player and often takes the role of support unit, hanging back to run interference for the other World Slayers and coming to their rescue when they get in a jam (again, fulfilling the roll of transportation by creating entrances and exits and helping to extract his comrades from combat situations that get too hot).

Desolators are huge, tough, armored, and ready for action. The giant has grayish brown skin that is as hard and cold as steel. Terra cotta red armored plates provide additional protection to the knees, forearms, head, neck and spine. A single, armored horn grows from the center of the forehead and is used

for ramming and gouging, just as the clawed fingers are used to rip and tear. The demon's small white eyes glow when angry and the destroyer seems to have a perpetual, snarling grimace etched on its face. Desolators are happiest when destroying or fighting.

Also Known as *the Rift Giant*.

Race: World Slayer, considered to be a Greater Demon and har-binger of destruction.

Alignment: Always Diabolic; ruthless, impatient and hungry for action.



Attributes: I.Q. 1D6+13, M.E. 1D6+12, M.A. 1D6+6, Supernatural P.S. 1D4+50, P.P. 1D6+15, P.E. 1D6+22, P.B. 1D6+2, Spd 2D6+50 (can run faster than 40 mph/64 km).

M.D.C.: 1D6x100+360. (On S.D.C. worlds, the Desolator has 1D6x100 for Hit Points, 4D6x10+60 S.D.C. and an A.R. of 16.)

Horror Factor: 13 at under 20 feet (6.1 m), H.F. 15 20+ feet (6.1 m) and H.F. 17 at 30 feet (9.1 m).

Size: One of its powers is the ability to change size from as small as 12 feet (3.6 m) to a 30 foot (9.1 m) behemoth.

Weight: Two tons at its smallest size, 20 tons at its largest.

Average Life Span: Unknown, probably immortal.

P.P.E.: 4D6x10+180. **Note:** Seldom uses more than half in combat, keeping the rest in reserve for transportation and escape (often drawing on the Blue Zones/ley lines for the rest of the energy required for powerful magic).

Natural Abilities: Excellent running speed and can run or fight without pause or fatigue for 24 hours. Can leap up to 50 feet (15.2 m) high and lengthwise (increase distance 50% with a running start), doesn't breathe air, swims at double its running speed, can survive ocean depths of up to three miles (4.8 km), sees the invisible, Nightvision 1000 feet (305 m), bio-regenerates 1D4x10 M.D. per melee round and dimensional teleport 50% (+35% at a ley line nexus).

Knows All Languages: Magically understands and speaks all languages at 96%, but reads at only 60%.

Super-Regeneration (special): The demon can regrow lost appendages or eyes overnight (12 hours), and can return from the dead, missing parts regrown, in three days (72 hours). The only way to stop the rebirth process is to remove the heart, put a solid silver stake through it and toss it in the sea or one of the great lakes, or into a volcano or lava pit where, after 72 hours, the heart dissolves and the demon is slain. Unfortunately, very few people know this about the Desolator. Oh, and when the Desolator returns from the dead, he is one angry giant, hot for revenge.

Laser Beams from the Eyes (special): The giant can fire at will, a laser beam from each eye. A single blast does 2D6 M.D., a simultaneous dual blast at the same target does 4D6 M.D. (the beams cannot be divided between two different targets). Range is 1600 feet (488 m). Either a single or double blast counts as one melee attack.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons unless they are made of silver. Impervious to Horror Factor, disease, poison and normal fire and cold (M.D. fire and cold do half damage). Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics.

Vulnerabilities: 1. Weapons made of silver inflict the equivalent S.D.C. damage times two as M.D. (i.e. a sword made of, or coated in, silver that inflicts 2D6 S.D.C. would inflict 4D6 M.D. to the demon). Holy Weapons, Demon Slayers and items made from a Millennium Tree inflict double damage.

2. Tends to underestimate humans, is overconfident, arrogant and given to violence. The Desolator's solution to everything is to crush, kill, and destroy.

R.C.C. Skills: Basic Math 90%, Land Navigation 95%, Climb 85/75%, Swim 95%, Track Humanoids 75%, Track Animals

60%, Wilderness Survival 75%, Streetwise 70%, Detect Ambush 75%, Detect Concealment 70%, Interrogation 75%, Basic Electronics 75%, Basic Mechanics 80%, General Repair & Maintenance 85%, Jury-Rig 60%, Salvage 60%, Carpentry 70%, Lore: Demons & Monsters 90%, and W.P. Blunt, W.P. Sword, and W.P. Shield at 4th level proficiency. These skills do not increase with experience.

Equivalent Level of Experience: 1D4+3 for the typical NPC villain.

Attacks per Melee: Six physical, or two by magic.

Damage: Bite 2D6 M.D. (+2D6 M.D. at 30 feet/9.1 m), head-butt, punch, kick and tear/rip attacks inflict M.D. as per Supernatural P.S. (1D6 M.D. on a restrained punch, 1D6x10 on a full strength punch, 2D6x10 on a power punch but it counts as two melee attacks). A running ram strike with its armored head and horn does 2D6x10+40 M.D. but counts as three melee attacks. Or the behemoth may use a weapon (typically a girder, vehicle or chunk of a building used as a club) or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +3 to strike in hand to hand combat, +4 to strike with eye beams, +4 to parry, +3 to disarm, +6 to pull punch, +3 to roll with impact or fall, +2 to save vs mind control, +6 to save vs possession and +1 on all other saving throws. **Note:** Apply an additional +1 to strike, parry and disarm, and +10 M.D. when 30 feet (6 m) tall.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.:

Spells of Destruction & Combat: Barrage (15), Collapse (70-400), Crushing First (12), Electric Arc (8), Energy Disruption (12), Energy Sphere (120), Fire Ball (10), Frequency Jamming (15), Implosion Neutralizer (12), Targeted Deflection (15), Mend the Broken (10+), and Mystic Fulcrum (5).

Dimensional/Transportation-Based Magic: Circle of Travel (600), D-Step (50), Dimensional Portal (1000), Dimensional Teleport (800), Ley Line Fade (20), Ley Line Transmission (30), Plane Skip (65), Re-Open Gateway (180), Rift to Limbo (160), Rift Teleportation (200), Teleport: Lesser (15), and Teleport: Superior (600). Spell potency is equal to the demon's experience level.

Psionics: None.

Enemies: Those that fate has earmarked for annihilation, people of advanced (and particularly peaceful) civilizations, the gods of light, and demon hunters, heroes and do-gooders in general. Don't like or trust dragons and most creatures of magic. In North America, NEMA is seen as their primary enemy and obstacle.

Allies: Only the other World Slayers and the fabled Four Horsemen of the Apocalypse are regarded as true, trustworthy allies, all others, even worshipers of demons and death, as well as fellow demons are viewed with suspicion and concern. However, the Desolator will work and associate with anyone, including good characters, if it leads to mass destruction, genocide or the defeat of a greater enemy.

Habitat: Found worldwide. At least a hundred bands of World Slayers are active in North America alone.

Strife

Strife are hideous, crimson demons that bring woe, mishap, and suffering to mortals. This World Slayer is the least physical of the apocalyptic demons, choosing to rely on magic more than muscle. Magic that inflicts pain and disadvantages, sickness and despair, and causes all manner of trouble and strife. However, though Strife prefer to use magic to inflict suffering, the demon can handle itself in combat and is not to be underestimated. Additionally, mortal opponents need to remember that the World Slayers work together as a well oiled machine of destruction. Strife's role is to attack first or from the shadows to soften up the enemy with magic that debilitates, weakens and confuses. Strife may also hang back to see how the battle unfolds before targeting key adversaries to turn the tide of the battle. More than debilitators and strategists working to undermine one's enemies, the Strife are sadistic monsters who love to cause disease, famine, riots, genocide, madness and human suffering of every type and magnitude, the more widespread, the better. That means their escapades go beyond magical afflictions to include contaminating water supplies, destroying generators and power supplies, acts of sabotage, promoting squalid conditions and encouraging inhumanity to man. Furthermore, they derive great pleasure watching their handiwork, soaking in the suffering and carnage like a happy child on Christmas day.

Strife are bloated, crimson demons reminiscent of a slug on two legs. The face is featureless except for a snarling mouth filled with pearly white teeth and fangs. Throbbing veins roll from the forehead down the back, while the faceless head seems to melt into the chest, skipping the neck entirely. The two-fingered hands and two-toed feet are adorned with powerful suction cups on the bottoms, enabling the demon to scale walls and cling to ceilings, slick surfaces and fast moving vehicles. Though not as openly violent and combat oriented as the other World Slayers, the Strife are equally aggressive, cruel and dangerous, just a bit more subtle and magical about it. When it comes down to hand to hand combat, however, Strife can handle themselves well and fight to incapacitate or cripple their opponents so they may return to inflict a lasting suffering before finally slaying them. Strife are the interrogators and torturers of the group, and delight in extracting moans of terror and agony before they even begin to ask questions. How the demon sees is anyone's guess, and they speak in a husky whisper that only adds to their creepiness.

Also Known as *the Crimson Slayer*.

Race: World Slayer, considered to be a Greater Demon and harbinger of destruction.

Alignment: Always Diabolic; cold-hearted and sadistic. An utterly ruthless, but patient and calculating schemer and strategist.

Attributes: I.Q. 1D6+15, M.E. 1D6+16, M.A. 1D6+8, Supernatural P.S. 1D4+25, P.P. 1D6+12, P.E. 1D6+22, P.B. 1D4, Spd 2D6+23 (can run faster than 20 mph/32 km).

M.D.C.: 5D6x10+52. (On S.D.C. worlds, Strife have 2D6x10+60 for Hit Points, 2D6x10 S.D.C. and an A.R. of 10.)

Horror Factor: 15



Size: 5-6 feet (1.5 to 1.8 m).

Weight: 450-500 pounds (202.5 to 225 kg).

Average Life Span: Unknown, probably immortal.

P.P.E.: 5D6x10+310. **I.S.P.:** M.E. attribute number x4.

Natural Abilities: Fair running speed (the slowest in the group), but can run or fight without pause or fatigue for 48 hours. Cannot leap, doesn't breathe air, swims at double its running speed, can survive ocean depths of up to two miles (3.2 km), sees the invisible, Nightvision 1000 feet (305 m),

bio-regenerates 3D6 M.D. per melee round and dimensional teleport 10% (+30% at a ley line nexus).

Knows All Languages (special): Magically understands and speaks all languages at 96%, but cannot read.

Super-Regeneration (special): The demon can regrow lost appendages overnight (12 hours), and can return from the dead, missing parts regrown, in three days (72 hours). The only way to stop the rebirth process is to remove the heart, put a solid silver stake through it and toss it in the sea or one of the great lakes, or into a volcano or lava pit where, after 72 hours, the heart dissolves and the demon is slain. Unfortunately, very few people know this about Strife.

Suction Cup Hands and Feet (special): Small, but powerful suction cups are onto the bottoms of the demon's hands and feet. They enable the creature to climb walls, ceilings and any type of surface, porous and smooth, like an insect. Climbing speed is half the running speed.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons unless they are made of silver. Impervious to Horror Factor, disease, poison and normal fire and cold (M.D. fire and cold do half damage). Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics.

Vulnerabilities: 1. Weapons made of silver inflict the equivalent S.D.C. damage times two as M.D. (i.e. a sword made of, or coated in, silver that inflicts 2D6 S.D.C. would inflict 4D6 M.D. to the demon). Holy Weapons, Demon Slayers and items made from a Millennium Tree inflict double damage.

2. More than underestimating humans, Strife regard them as dumb, soft, loathsome animals only good for slave labor, brutalizing, eating, and conducting terrible experiments to study how much pain and mutilation they can endure before dying or going catatonic. Ironically, this gives humans an edge, because Strife never expect true genius or resourcefulness from humans and often take on more than they can handle.

R.C.C. Skills: Basic Math 98%, Advanced Math 90%, Biology 96%, Chemistry 96%, Chemistry: Analytical 85%, Medical Doctor (equivalent) 80%, Pathology 85%, Nuc/Bio/Chem Warfare 75%, Preserve Food 80%, Land Navigation 90%, Navigation 90%, Climb 98/90%, Prowl 75% (+5% when on the ceiling or other unlikely place), Swim 98%, Streetwise 60%, Intelligence 80%, Interrogation 85%, Lore: Demons & Monsters 98%, and Lore: D-Bee 80%. Doesn't use weapons for any reason, relying on magic and its innate abilities. These skills do not increase with experience.

Equivalent Level of Experience: 1D4+3 for the typical NPC villain.

Attacks per Melee: Four physical or psionic attacks, or two by magic.

Damage: Bite 2D6 M.D. (+2D6 M.D. at 30 feet/9.1 m), head-butt, punch, kick and tear/rip attacks inflict M.D. as per Supernatural P.S. (1D6 M.D. on a restrained punch, 1D6x10 on a full strength punch, 2D6x10 on a power punch but it counts as two melee attacks). The monster may also use a hand-held weapon, but relies heavily on its magic and psionics.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +3 to strike in hand to hand combat, +2 to parry,

+1 to dodge, +2 to disarm, +4 to pull punch, +3 to roll with impact or fall, +4 to save vs mind control, +7 to save vs possession and +2 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Agony (20), Armorbane (100), Aura of Death (12), Aura of Doom (40), Befuddle (6), Blind (6), Chameleon (6; a favorite), Curse: Luck (40), Curse: Minor Disorders (10), Curse: Phobia (40), Death Curse (Special), Death Trance (1), Desiccate the Supernatural (50), Disharmonize (150), Dispel Magic Barriers (20), Distant Voice (10), Energy Disruption (12), Fear (5), Fool's Gold (10), Frequency Jamming (15), Heavy Air (200), House of Glass (12), Life Drain (25), Light Healing (6), Locate (30), Mental Shock (30; special: must be touching victim), Magic Net (7), Mute (50), Negate Mechanics (20), Paralysis: Lesser (5), Realm of Chaos (70), Remove Curse (140), Repel Animals (7), Sickness (50), Spoil (30), Summon & Control Canines (50), Summon & Control Rodents (70), Summon Fog (140), Watchguard (10), Wave of Frost (6), Weight of Duty (10) and Wisps of Confusion (40). Spell potency is equal to the demon's experience level.

Psionics: I.S.P.: M.E. attribute number x4. **Abilities:** All Healing (used to hurt and torture rather than heal, unless it is to prevent a victim from dying so he can be subjected to more suffering), plus Psychic Omni-Sight (15), Remote Viewing (10), Sense Time (2), Sixth Sense (2), Telepathy (4), Meditation and Psychosomatic Disease (30).

Enemies: Those that fate has earmarked for annihilation, people of advanced (and particularly peaceful) civilizations, the gods of light, and demon hunters, heroes and do-gooders in general. Don't like or trust dragons and most creatures of magic. In North America, NEMA is seen as their primary enemy and obstacle.

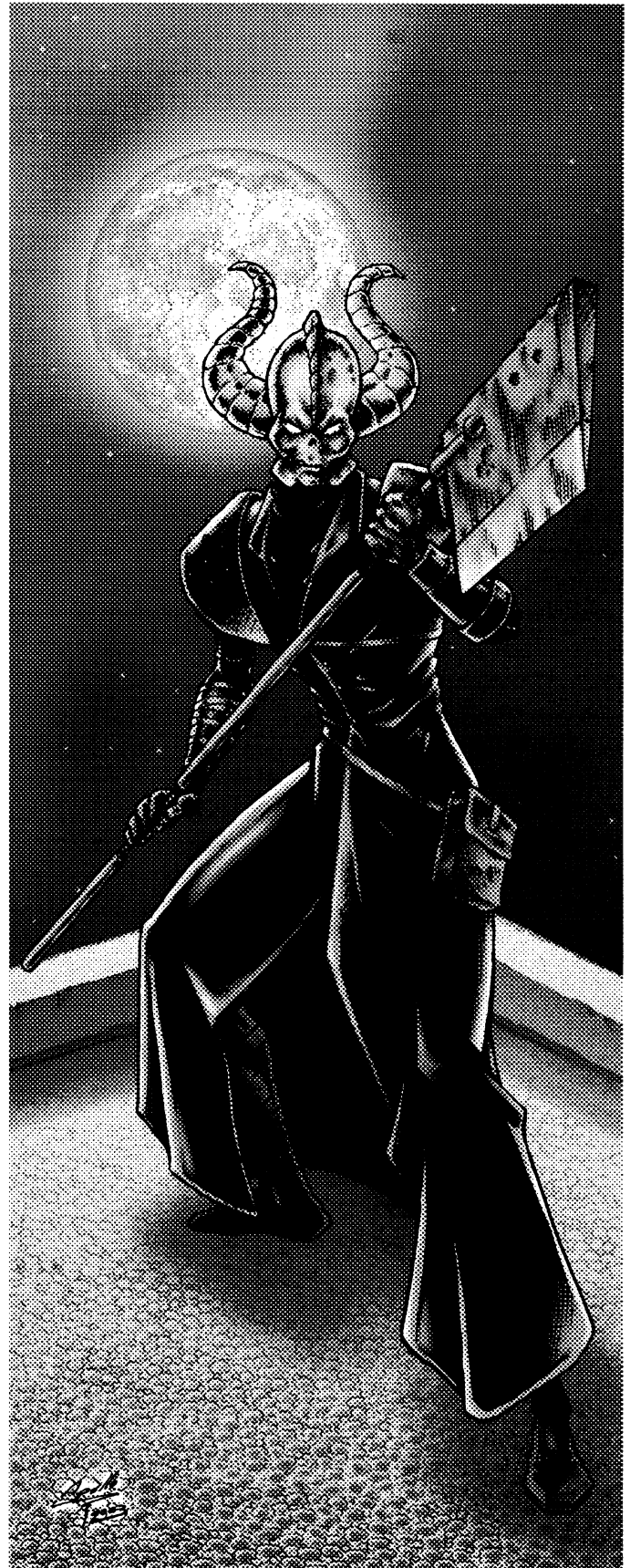
Allies: Only the other World Slayers and the fabled Four Horsemen of the Apocalypse are regarded as true, trustworthy allies, all others, even worshipers of demons and death, as well as fellow demons, are viewed with suspicion and concern. Unlike the other World Slayers, Strife never, personally, work with humans because they find them beneath contempt, but may use them like enslaved and mistreated animals.

Habitat: Found worldwide. At least a hundred bands of World Slayers are active in North America alone.

The Subjugator

The Subjugator conquers, dominates, belittles and enslaves mortal beings. Those who stand in his way are "removed," one way or the other. All must submit to the will of the World Slayers, and their will is to tear down human civilization and send humankind back into the Stone Age. Thus, the Subjugator's attributes, skills and magic are designed for two purposes: to force others to submit to the World Slayers views, and to destroy all who oppose them. This makes the Subjugator part conqueror, part enforcer, and part overlord. However, neither the Subjugator nor the other World Slayers seek to conquer and rule the Earth for themselves, rather they want to conquer and eliminate order and culture in favor of chaos and savagery. Their mission is to destroy civilization, foster chaos and usher in

a new dark age. When they have accomplished that, they will leave. Until then, or until the tide can be turned (if it can be turned), the World Slayers remain active undermining the foundation of civilization through both physical and emotional persuasion, and nurturing fear, ignorance and barbarism. Thus, it is



the Subjugator who keeps the World Slayers focused on their mission, serving as a strong second-in-command (the aggressive and forceful Desecrator is typically the group leader) and the driving force behind the team.

A cunning, malignant being, the Subjugator uses any means necessary to accomplish their mission, which means he and his demon clan may conquer an entire people or usurp the leadership of a nation to bring about betrayal and war. The *Desecrator's* role is subtle manipulation of leaders, the *Desolator* prompts action through aggression and terror, *Strife* works the undercurrents of misfortune, and the *Subjugator* orchestrates it all, filling in any missing pieces. Sometimes that inspiration or nudge comes through an alliance with humans, motivating them to go to war because they believe they can't lose and are guaranteed to win the revenge, power, wealth or freedom they covet, because the demons lead the charge (and have, perhaps, promised victory) – the World Slayers don't care if their side wins or loses, because either way humans die and civilization crumbles a little bit more. Other times, motivation is grudging, won through direct conquest of people, and as the new leaders, the World Slayers send them to war, even if it is certain death – either way the conquered humans face death, for if they don't comply, the World Slayers will destroy them. Other times, conflict is instigated by subtle manipulation, or putting a fool or puppet in power, and still other times, the World Slayers simply ravage and pillage on their own (or egg on or trick other demons to attack helpless humans). There are countless means by which the Subjugator and his teammates work to accelerate the collapse of civilization and further denigrate the human spirit.

When someone steps up to challenge or stop them, the *Subjugator* is usually the first to answer the challenge and eliminate the threat. When faced with powerful or a large number of enemies, the evil gang works together, in concert, to destroy them, and may enlist the aid of others – humans, demons and others who fit the bill or can be manipulated as pawns (sometimes without ever realizing it) – to triumph.

On his own, the Subjugator is an intimidating figure dressed in black leather and wielding a huge, wicked looking, pole arm-like axe. The demon's head is stern, monstrous, ridged skull with a large pair of horns protruding from the sides where one might expect to find the ears. The ears and nose are just slots, and the eyes glow a menacing white, rimmed with red. In combat, the Subjugator is a finesse warrior, using cunning, speed and accuracy rather than brute strength. He is clever and resourceful, uses every trick and deception in the book to win, and is merciless against those who dare defy his will.

Also Known as *Axe-man*.

Race: World Slayer, considered to be a Greater Demon and harbinger of destruction.

Alignment: Always Diabolic; ruthless, cold, and dismissive. Fast thinking, resourceful and intuitive.

Attributes: I.Q. 1D6+14, M.E. 1D6+18, M.A. 1D6+18, Supernatural P.S. 1D6+24, P.P. 1D6+22, P.E. 1D6+18, P.B. 1D6+1 (1D6+18 in mortal guise), Spd 2D6+50 (can run faster than 40 mph/64 km).

M.D.C.: 6D6x10+50. (On S.D.C. worlds, the Subjugator has

3D6x10 +P.E. number for Hit Points and 2D6x10+46 S.D.C. and an A.R. of 13.)

Horror Factor: 13

Size: 7-9 feet (2.1 to 2.7 m) tall; thin and muscular.

Weight: 200 pounds (90 kg).

Average Life Span: Unknown, probably immortal.

P.P.E.: 2D6x10+112

Natural Abilities: Excellent running speed and can run or fight without pause or fatigue 24 hours. Can leap up to 20 feet (6.1 m) high and lengthwise (increase distance 50% with a running start), doesn't breathe air, can survive depths of up to one mile (1.6 km), dimensional teleport 25% (+25% at ley line nexus), sees the invisible, Nightvision 600 feet (183 m), bio-regenerates 2D6 M.D. per melee round and dimensional teleport 10% (+15% at a ley line nexus).

Knows All Languages: Magically understands, speaks and reads all languages at 96%.

Metamorphosis Humanoid: The demon can use metamorphosis to transform into an attractive male human (or D-Bee or any mortal humanoid) with a P.B. of 1D6+18. The transformation can be maintained indefinitely or switched from mortal to demon or another handsome man at will. However, the demon cannot make himself look exactly like another living male (may look similar, like a brother or cousin, but there are glaring differences), unless the demon *kills* the man and eats his eyes, tongue and liver. If that is done, the demon looks and sounds exactly like the deceased, but the disguise can only be maintained for 30 days, and once abandoned (changes appearance) it cannot be recaptured.

Shoot Energy Beams from the Eyes (special): A defense mechanism that inflicts 2D6 M.D. per blast (1D6 M.D. per eye) and has a maximum range of 100 feet (30.5 m). Each blast counts as one melee attack.

Magical Axe of Adjudication: The Subjugator has a magic pole arm with a giant-meat cleaver-like axe as its blade. The weapon is somehow linked to the demon and is indestructible as long as its owner remains alive, but should he die, the axe turns to dust. The Axe of Adjudication does 5D6 M.D. (double damage to gods and creatures of light), does double damage on a roll of a Natural 20 (unmodified by bonuses), teleports back into the hand of its master if dropped, lost or left behind, is capable of Turning or holding at bay up to 600 Animated Dead by raising it over the head, and can instantly restore 1D6x10+60 M.D.C. to its owner twice per 24 hours. **Note:** The Subjugator can magically empower and use other weapons, but the axe and pole arm (axe) are his favorites.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons unless they are made of silver. Impervious to Horror Factor, disease, poison and normal fire and cold (M.D. fire and cold do half damage). Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics.

Vulnerabilities: 1. Weapons made of silver inflict the equivalent S.D.C. damage as M.D. (i.e. a sword made of, or coated in, silver that inflicts 2D6 S.D.C. would inflict 2D6 M.D. to the demon). Holy Weapons, Demon Slaying weapons, and items made from a Millennium Tree inflict double damage.

2. Believes he and his cohorts can always outsmart and

overpower the best of them. Finds humans to be little more than an amusement. This overconfidence and lack of respect for the enemy frequently makes the Subjugator underestimate humans, and miscalculate their own force of will and determination.

R.C.C. Skills: Basic Math 95%, Land Navigation 65%, Acrobatics 90%, Climb 90/80%, Dance 90%, Swim 95%, Computer Operation 95%, Computer Programming 85%, Computer Hacking 50%, Cryptography 65%, Radio Basic 90%, Surveillance Systems (& Tailing) 85%, Demolitions 90%, Demolitions Disposal 75%, Find Contraband 70%, Prowl 65%, Seduction 50% (+15% in mortal form), Streetwise 90%, Escape Artist 70%, Intelligence 75%, Research 90%, Writing 70%, Lore: Demons & Monsters 90%, and W.P. Axe and W.P. Pole Arm at 4th level proficiency, and W.P. Energy Pistol and W.P. Energy Rifle at 2nd level proficiency. These skills do not increase with experience.

Equivalent Level of Experience: 1D4+4 for the typical NPC villain.

Attacks per Melee: Five physical or two by magic.

Damage: Bite 2D6 M.D., head-butt, punch or kick M.D. as per Supernatural P.S. (5D6 S.D.C. on a restrained punch, 4D6 M.D. on a full strength punch, 1D4x10 on power punch, but it counts as two melee attacks), or by weapon or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +3 on initiative, +4 to strike, +3 to parry, +2 to dodge, +3 to disarm, +5 to pull punch, +2 to roll with impact or fall, impervious to save vs Horror Factor, +3 to save vs mind control, +8 to save vs possession and +1 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Agony (50), Animate & Control Dead (20), Armor of Ithan (10), Blinding Flash (1), Globe of Daylight (2), Carpet of Adhesion (10), Cloak of Darkness (6), Constrain Being (20), Distant Voice (10), Domination (10), Dragon Fire (40), Eyes of the Wolf (25), Energy Bolt (5), Ensorcel (400), Escape (8), Expel Demons (35), Fireblast (8), Forcebonds (25), Frostblade (15), Fly as the Eagle (25), Manipulate Objects (2), Mask of Deceit (15), Magic Pigeon (20), Magic Shield (6), Magic Warrior (60; a mirror image of himself), Negate Magic (30), Phantom Mount (45), Power Bolt (20), Power Weapon (35), Second Sight (20), See Aura (6), See in Magic Darkness (125), Sense Evil (2), Sense Magic (4), Shatter (5), Shadow Meld (10), Soultwist (170), Spinning Blades (20), Sub-Particle Acceleration (20), Sorcerous Fury (70), Swap Places (300), Telekinesis (8), Trance (10), Turn Dead (6), Winged Flight (35) and Words of Truth (15). Spell potency is equal to the demon's experience level.

Psionics: None.

Enemies: Those that fate has earmarked for annihilation (in this case, Earthlings), people of advanced (and particularly peaceful) civilizations, the gods of light, and demon hunters, heroes and do-gooders in general. Don't like or trust dragons and most creatures of magic. In North America, NEMA is seen as the primary enemy and obstacle.

Allies: Only the other World Slayers and the fabled Four Horsemen of the Apocalypse are regarded as true, trustworthy allies, all others, even worshipers of demons and death, as well

as fellow demons, are viewed with suspicion and concern. However, the Subjugator will work with and use anyone, including good characters, to achieve his goals or if it leads to mass destruction, genocide or the defeat of a greater enemy. The best duplicitous campaigns are when the demon achieves its goal and is able to bring down or destroy the good characters or rivals who helped them to accomplish the task. Allies beware, like the Desecrator, the Subjugator will lie, cheat and use anyone to accomplish his goals and to reap more death and destruction. Of course, half the time, those being manipulated by the demon don't know who he is or anything about his secret agenda.

Habitat: Found worldwide. At least a hundred bands of World Slayers are active in North America alone.

Night Demons

Lesser Demons

Bumble Ball
Grave Treader
Grim Hunter
Heckler
Hell's Wrath
Nightwind
Raging Doom
Shimmering Slayer

Greater Demons

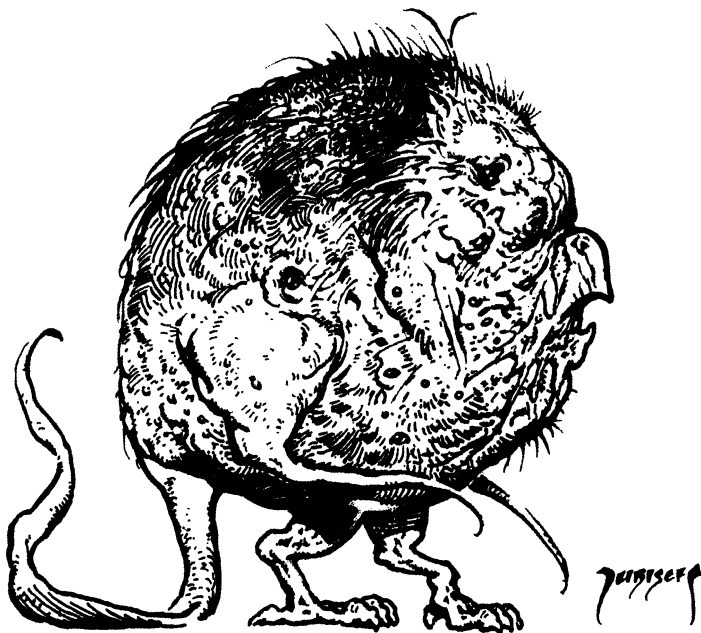
Corruptor, The
Grotesk, The

As the name suggests, **Night Demons** typically come out at night to stalk their prey and cause havoc. Most sleep during the day, like vampires, or retreat from the light of day to a dark sanctuary where sunlight can't reach them. Such inner sanctums are often underground, but can be any location above the surface provided it is shielded from the sun's rays. If necessary or desirable, most Night Demons can function during the daytime, however, their powers are greatly diminished: typically M.D.C., P.S. and combat bonuses are reduced by half, and certain abilities may not work during the day even when shielded from the sun. For some Night Demons, the light of day hurts and prolonged exposure can destroy them. Most sleep from dawn till early evening, awaking 1-4 hours before the sun actually sets, anxious to be on the prowl. Those who are diminished in daylight, but not physically harmed, *may* set out early under the cover of a cloak, hooded robe or heavy clothing and wide brimmed hat, or lurk in the long shadows of dusk. The ash and dirt filled skies of Chaos Earth make even the brightest day overcast and hazy. Cloudy winter days are a dark twilight and resemble the night sky a short time before the sun sets, inviting Night Demons to wander

outdoors even during the day. However, even in twilight conditions, Night Demons are diminished during the *daytime* hours. The danger is that those demons normally harmed or killed by sunlight can walk in the twilight haze wearing minimal protective clothing without fear of injury from the sun. Their powers may be diminished, but they remain formidable and as evil as ever.

Note: Under normal conditions, Night Demons vulnerable to sunlight dare not leave the safety of their dark lairs until the sun has completely set. Conditions on Chaos Earth make anytime playtime. Still, most nocturnal monsters tend to sleep through most of the daytime. Besides, the light of day is the domain of the Day Demons who are envious and hostile toward their more famous Night Demon rivals. Thus, Day Demons usually attack any Night Demon who dares to intrude on "their time," especially if the nocturnal fiend is a lone individual or interfering in the Day Demons' affairs. These two classes of demons are fierce rivals, with the Night Demons feeling superior and the lesser known Day Demons hating them for it. This means there may be opportunities when human characters can pit or play one off the other to their advantage.

Lesser Night Demons



Bumble Ball

The Bumble Ball is a weird-looking, pathetic creature kicked around by other demons, often quite literally. This tormented lesser demon appears to be a hairy basket ball with a beak-like nose and mouth, tiny black eyes and arms that resemble backward wings stripped of their feathers. The feet are bird-like talons but they and the legs seem impossibly small to support the bulbous demon. Instead of a feathered tail, the creature has a

thick, pink, fleshy one that is often rather mangled from other demons stomping, pulling and twisting it. A whipping boy for the larger, more powerful Night Demons, the Bumble Ball is constantly maligned, yelled at, kicked, battered and beaten. Its tail is regularly used as a handle by which demons pick the miserable little beast up to better verbally berate it and then toss it aside. Bumble Balls should have a fluffy black mane of hair, except the other demons rip it out in patches. To escape trouble they can tuck their legs in and roll like a ball, steering and changing direction with a tip of their arms or tail.

More slaves than equals, Bumble Balls typically serve powerful demons and monsters, functioning as servants to get the door, pull or carry packages, serve food and drink, fetch things, spy on others, deliver messages and warnings, and function as *butlers*, *yes-men* and *scapegoats*. Without hands, it can use its two pointed limbs to peck and scratch with amazing dexterity, to the point that they can pick locks and use their limbs like Chinese chopsticks. The mangled tail is prehensile like that of a monkey, and functions as a hand that can grab, grip, hold and carry items. The tail can wield a melee weapon such as a dagger, sword or club, and even fire a gun, though the latter is used with a penalty of -3 to strike.

Bumble Balls have been known to help humans, offering them warnings, pointing out brewing trouble and even helping them to escape from, or slay, their powerful masters or other demons and monsters. Not very bright, the Bumble Ball's treachery is usually discovered and the little being is kicked and punished severely for its disloyalty. Don't feel too bad for the round little demons, Bumble Balls are mean, petty, vindictive creatures who would treat others just as badly if the roles were reversed. As it is, the only reason they help humans at all is to get back at their bigger, stronger kin who pick on them all the time. Helping mortals is nothing more than a means to end, using them (as any demon would) to extract revenge they can't accomplish on their own.

Hideous fiends in their own right, Bumble Balls may feed on the remains of the dead, but prefer to catch, kill and eat small animals from birds and rats to household pets (i.e., dogs and cats). They love eating small animals, usually by grabbing them with their tail or skewering them with their pointed arms and eating them alive! When one screws up enough courage and gets the opportunity, a Bumble Ball may attack and feed on people still alive but trapped under debris, and the sickly, but most enjoy capturing, tormenting (like it is by the larger demons) and eating small children (age 2-8). Any child taken captive by a Bumble Ball will be harassed, pushed around and mistreated for 2D6+2 hours before the demon kills and eats it. If the little fiend can keep the child hidden from its demon master, it *may* keep the child alive as its personal slave for 1D6+1 days, but that happens only 20% of the time.

Also Known as *Bowling Ball Demon* and *Tumbleweed Demon*.

Race: Lesser Chaos Demon.

Alignment: Always Miscreant or Diabolic, sad and humbled creatures boiling with suppressed anger and cruelty. Vindictive, mean, petty and cruel.

Attributes: I.Q. 1D4+5 (low to average human intelligence), M.E. 1D6+3, M.A. 1D6+1, Supernatural P.S. 1D6+12 (half in sunlight or daytime), P.P. 1D6+12, P.E. 1D6+16, P.B.

1D4, Spd 2D6+12 running (triple when rolling like a bowling ball).

M.D.C.: P.E. number x3. Reduce M.D.C. and P.S. by 50% during the day or in sunlight. (On S.D.C. worlds, the demon has 6D6 +P.E. number for Hit Points, 6D6 S.D.C. and an A.R. of 10; reduce all by 50% during the day.)

Horror Factor: 8

Size: About the size of an inflated beach ball with legs. Roughly 2 feet, six inches (0.8 m) in diameter, plus a three foot (0.9 m) long tail. Total height seldom exceeds three feet (0.9 m).

Weight: 80 pounds (36 kg).

Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute plus 6D6.

Natural Abilities: Rolls like a ball at double its running speed, and can remain active for 12 hours without feeling tired or needing to rest. Cannot leap. Doesn't breathe air, floats on water, sees the invisible, Nightvision 1000 feet (305 m), dimensional teleport 5% (+15% at a ley line nexus) and bio-regenerates 1D6 M.D.C. per melee round.

Knows All Languages: Magically understands and speaks all languages at 90%, but cannot read.

Prehensile Tail (special): The tail can be used like a tentacle to grab, entangle or punch, as well as to grab, carry and use weapons.

Infrared and Thermo-Imaging Vision: Can see perfectly in smoke as well as see and follow the heat signatures of warm-blooded animals and hot running machines (car engines, etc.). Range: 1000 feet (305 m). Track via heat-signatures at 70% (-50% in temperatures of 90+ degrees Fahrenheit).

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons (unless they are made of silver), as well as being impervious to normal fire, cold, disease and poison. Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics.

Vulnerabilities: 1. Weapons made of silver inflict the equivalent S.D.C. damage as M.D. (i.e. a dagger made of, or coated in, silver that inflicts 1D6 S.D.C. would inflict 1D6 M.D. to the demon).

2. The light of day (including the magical Globe of Daylight) reduces the demon's P.S. and M.D.C. by half, but does not impede or harm the creature in any other way.

R.C.C. Skills: Bumble Balls pick up a surprising amount of knowledge skulking around, listening and following orders. Basic Math 80%, Land Navigation 90%, Swim 98% (floats), Prowl 50%, Track Humanoids 55%, Tailing (from the Surveillance skill) 60%, Palming 60% (with tail), Concealment 45%, Pick Pockets 65%, Pick Locks 70%, Streetwise 75%, Ventriloquism 60% (often used to lure victims to them and trick people), Lore: D-Bees/Aliens 55%, Lore: Demons & Monsters 80%, Lore: Faeries 75% (Bumble Balls hate them), Lore: Mythology 60%, and Lore: Cattle & Animals 70%. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D4

Attacks per Melee: Four physical attacks or two by magic.

Damage: Bite 1D6 M.D., stab with stick-like arms 1D6 M.D., head-butt, punch or tail swipe does M.D. as per Supernatural P.S. (typically 1D4 or 1D6 M.D.), or by rolling attack. The rolling or "bowling ball" attack has a 01-88% likelihood of knocking opponents up to 10 feet (3 m) tall (half that against larger opponents) off their feet, causing the victim to lose initiative and two melee attacks, and to take 4D6 S.D.C. points of damage (when applicable). The little demons can ramp-up rolling speed so quickly (in 2-3 seconds) that it counts as one melee action. This is their favorite means of attack and escape.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 to strike in hand to hand combat including the use of the tail, +2 to parry, +2 to dodge standing, but +5 to automatic dodge when rolling (an automatic dodge means the act of dodging does not use up a melee attack), +1 to pull punch, +5 to roll with impact or fall, and +3 to save vs Horror Factor.

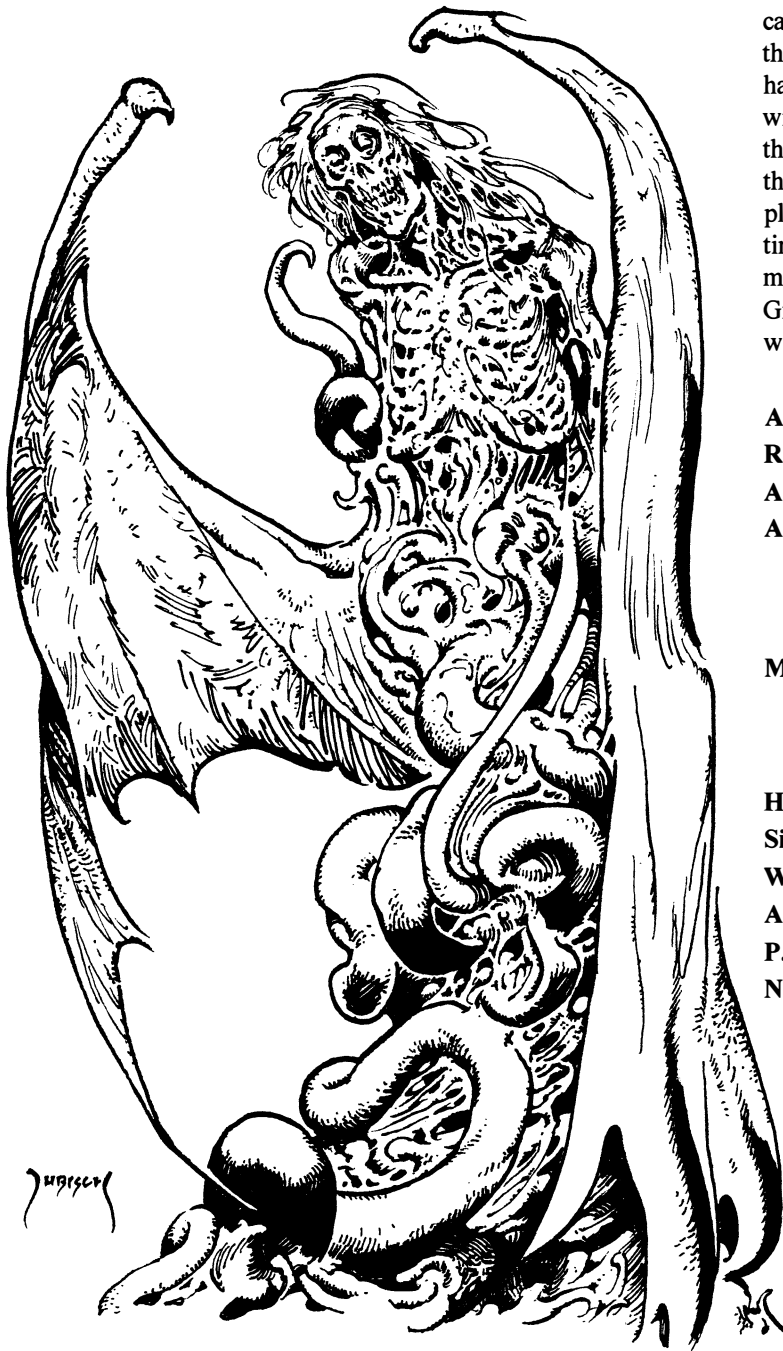
Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Death Trance (1), Thunder Clap (4), Levitation (5), Chameleon (6), Invisibility: Simple (6), and Invisibility: Superior (20). Spell potency is equal to the demon's experience level.

Psionics: None.

Enemies: Bumble Balls despise Hecklers, who relentlessly mock and tease them, and they hate Faerie Folk, especially the small, pretty Faeries, Sprites, Pixies and Brownies, all of which are too cute, cuddly and perky to be tolerated; kill them whenever possible, after chewing off their wings and/or mutilating them. Bumble Balls dislike most other demons or anybody who mistreats them. They may be found serving any number of demons and other monsters, even evil, human practitioners of magic, but they are usually forced to serve against their will and hate their "masters." This is why they frequently steal from and cheat those they serve, as well as do little things to annoy and harm their masters, including helping the master's enemies.

Allies: Tend to ally themselves to mortals, sub-demons, Imps and other lesser beings who are considered to be on more of an even keel with them, and from whom they can get something they want. That something may be a meal, booze, a trinket, information, freedom or revenge. Bumble Balls frequently use mortals to get back at their masters by providing them (secretly, if possible) information, warnings, or a helping hand. Bumble Balls actually like mortals because they are lesser beings who can be used to serve their purposes for a change, and because they admire their cleverness and bold defiance of powerful beings, like the very demons the Bumble Balls are forced to serve. Sometimes join forces with packs of Demon Rats or minor creatures of magic. Anybody who treats a Bumble Ball with a modicum of respect or kindness may be regarded as a friend, though the little demon is likely to repay such kindness with treachery at a later time.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America. Wherever demons are found in abundance, one can be sure to find miserable Bumble Balls serving them.



Grave Treader

This demon is called Grave Treader because the horror is said to rise from the grave every night to feed upon the dead, and to tread upon the living. The latter means the demon likes to bring grief to the living, scare people half to death, drink the blood of the living (but only enough to make their victims weak or pass out, not enough to kill them), and send all who challenge it in combat to an early grave. Indeed, the Grave Treader is a portrait of horror. It stands 7-8 feet tall, has the wings of a bat, the upper body of a skin and bones human, a skeletal face with flowing white hair, and the lower body is composed of a giant, coiled, slithering intestine surrounded with oozing goo and worms. The intestine functions as a disgusting tentacle, while the shriveled arms and hands are tucked back to the sides or held behind its back.

Grave Treaders feed on the corpses of the dead and the blood of the living, though blood serves as an intoxicating elixir that

can actually get the monster drunk. Two pints does the trick, but the gluttons can never get enough (reduce bonuses and speed by half when drunk). After feeding on a corpse or two, this hideous winged ghoul then goes forth to get drunk on blood and terrorize the populace. The drunker it gets, the more daring it gets, and the more time it spends going from place to place scaring people. It loves scaring mortals and gets a big laugh each and every time. Though it may sound like this creature is a simple, demented prankster, its antics are more wicked than that, as the Grave Treader deliberately tries to create panic and terror that will cause stampedes, riots, injury and death.

Also Known as *the Fright Demon*.

Race: Lesser Chaos Demon.

Alignment: Always Miscreant evil.

Attributes: I.Q. 1D6+6 (low to average human intelligence), M.E. 1D6+6, M.A. 1D6, Supernatural P.S. 1D4+20, P.P. 1D6+14, P.E. 1D6+20, P.B. 1D4, Spd 1D6+10 on the ground, but up to 88 (60 mph/96 km) when flying.

M.D.C.: 3D6x10 +P.E. number. The light of day has a profound impact on this demon; see Vulnerabilities for details. (On S.D.C. worlds, the demon has 2D4x10 +P.E. number for Hit Points, 1D6x10 for S.D.C. and an A.R. of 13.)

Horror/Awe Factor: 17

Size: 7-8 feet (2.1 to 2.4 m) tall.

Weight: 200 pounds (90 kg).

Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute number x10 +3D6.

Natural Abilities: Fair ground speed and can remain active for 12 hours without feeling tired or needing to rest. Sees the invisible, Nightvision 1000 feet (305 m), does not breathe air, can swim at half speed and survive ocean depths of up to one mile (1.6 km), dimensional teleport 15% (+15% at a ley line nexus) and bio-regenerates 2D6 M.D.C. per melee round.

Knows All Languages: Magically understands and speaks all languages at 75%, but cannot read any.

Winged Flight: Can hover and fly, making very little noise (equal to a Prowl of 75%). Maximum speed is 60 mph (96 km). Maximum altitude is unlimited and can fly and survive in the vacuum of space.

Chameleon Concealment (special): When feeding on the dead or drinking the blood of the living, the demon wraps its victim in its great, leathery wings to conceal its activity from prying eyes. When wrapped in its wings and barely moving except to feed, the horror activates a magical effect that is the equivalent to the magic spell of Chameleon. The spell is disrupted and the horror visible only when it stops feeding, or looks up from its grisly feast or deliberately unwraps itself. Always visible when on the move.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons as well as cold (including magical and M.D. cold), poison and disease. Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics. Daylight and fire have profound effects on the demon.

Vulnerabilities: 1. S.D.C. fire does Mega-Damage (a typical burning torch or oil lantern does 4D6 M.D., a bonfire 1D4x10 M.D. and larger fires do 1D6x10 M.D. per melee

round), and M.D. heat, fire and plasma (including magic fires) inflict double damage.

2. Daytime and Sunlight. Reduce the demon's M.D.C., P.P.E. and bonuses by half during the day even if underground or otherwise concealed in darkness. Exposure to sunlight does 1D6x10 M.D. per melee round of exposure, frying the Grave Treader to a cinder in a minute or two.

3. Gets intoxicated on the blood of mortals; reduce bonuses and speed by half when drunk (round down).

R.C.C. Skills: Swim 85%, Land Navigation 90%, Climb 60/50%, Prowl 55% on the ground/75% flying, Tailing (from the Surveillance skill and usually by watching from the air) 75%, Intelligence 50%, Imitate Voices & Impersonate (voices) 80%, Ventriloquism 75%, and Lore: Demons & Monsters 80%. The Grave Treader never uses modern weapons, but may pick up and use ancient styles of weapons, though without benefit of W.P. bonuses. These skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D6

Attacks per Melee: Four physical or psionic attacks or two by magic.

Damage: Tends to rely on its magic and illusions, flying away when an opponent proves to be too tough and is getting the best of it. Head-butt, punch, wing or tentacle/intestine strike do M.D. as per Supernatural P.S. (typically 4D6 S.D.C. on a restrained punch, 2D6 M.D. on full strength punch, and 4D6 on a power punch, but the latter counts as two melee attacks), or by weapon, psionics or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +1 on initiative, +3 to strike, +1 to parry and dodge on the ground, +4 to dodge in flight, +3 to pull punch, +2 to roll with impact or fall, impervious to Horror Factor (and is, in fact, attracted to death, decay and ugliness), +3 to save vs illusions (magic or psionic) and +1 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Apparition (20), Aura of Death (12), Carpet of Adhesion (10), Chameleon (6), Charm (12), Cloak of Darkness (6), Deflect (10), Fear (5), Heavy Breathing (5), Horrific Illusion (10), Horror (10), Illusion Booster (15), Illusion Manipulation (25), Illusory Wall (15 or 30), Paralysis Lesser (5), Trance (10), Repel Animals (7), Sense Evil (2), Sense Magic (2), and Turn Dead (6). Spell potency is equal to the demon's experience level.

Psionics: I.S.P.: M.E. attribute number x6. Limited to Sense Time (2), Empathy (4), Radiate Horror Factor (8), and Empathic Transmission (6).

Enemies: Mortals (humans and D-Bees) are seen as prey and playthings, and those who fight back are to be punished or destroyed. Hates all creatures and champions of light and is envious of Day Demons.

Allies: Tend to be lone hunters and villains, but may be made to serve other powerful demons and beings, including humans with the knowledge of enslaving supernatural beings.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America, the British Isles, France, Germany, India and China. Wherever the dead and dying are found in abundance, or where chaos reigns, one can be sure to find these ghouls.



Grim Hunter

The Grim Hunter is one of the more human-looking creatures and somewhat resembles the satyr of Greek Mythology. They look very human, though the skin is a light grey color, the feet and fingers are tipped with retractable claws like those of a cat, and a number of small to medium-sized, crooked horns curl out from the knees and run along the thighs and forearms. The face is also very human-looking though usually etched with a grim and determined countenance (Grim Hunters always seem serious and stern, seldom smiling). The hair is dishwater blonde to light brown and flows down the neck as a long, tangled mass. The ears are large and pointed, but the most distinguishing features are the horns. A large rack of thick horns crown the top of the head and curve outward in a V-shape. Below them is a pair of smaller horns that curve up, and a set of four horns curve out from the sides of the neck to protect the neck and shoulders. These give the Grim Hunter the appearance of having a spider or crab hanging on to the back of his neck with its legs sticking out. Grim Hunters are also one of the few demons with an obvious distinction between genders – there are both males and females (roughly a 60/40 split).

Though a night predator, the Grim Hunter is not, strictly speaking, a Night Demon, but rather an independent supernatural being. If there is a Robin Hood of demons, it is the Grim Hunter, who is tortured by its own demonic nature and struggles against its evil and murderous instincts in an effort to redeem itself and again walk in the light of day. According to legend, the Grim Hunters were once Spirits of Light who gave in to hate and wickedness in the name of revenge. Their actions were so

extreme and bloody that they were cursed and turned into creatures of darkness. However, as the story goes, a spark of goodness remains buried inside every Grim Hunter, and those who can learn to control their violent and murderous urges and try to become good, merciful beings, can redeem themselves and once again walk under the warm sun. However, until that happens, Grim Hunters must hide in darkness and sleep during the day, rising with the moon to prowl at night. As a result, many Grim Hunters operate as supernatural vigilantes who roam the streets and ruins on nightly patrols, rescuing mortals from menacing Night Demons and other dangers. They are known to come to the aid of lost children, starving refugees, and people trapped under debris, and battle monsters so the innocent may escape.

Though most Grim Hunters fight for humanity, justice and goodness, they are often bloodthirsty and ruthless combatants devoid of compassion when fighting demonic opponents, and ignoring the law and edicts of NEMA to do as they deem fit. Furthermore, approximately 20% have given up on dreams of redemption and are as wicked and self-serving as any demon. These **Dark Hunters** tend to keep to themselves, avoiding contact with or serving other demons, but are cruel, arrogant beings who see humans and D-Bees as lower life forms to be used and plundered for their own gain, or led like sheep. Thus, Dark Hunters may lead gangs of bandits, mercenaries or bands of humans who willingly worship them and do anything the demon asks of them. Other Dark Hunters force entire towns and small cities to accept them as their lord and master, ruling over them as an iron-fisted despot.

The contrary and opposing nature of the Grim Hunters has made it difficult for NEMA to decide exactly how to classify and treat them. Even the “good” Grim Hunters tend to be hot-headed, reckless, violent and merciless. Currently, NEMA forces tend to unofficially regard the good-demons as potential allies and helpers, but remain wary and suspicious of them, never certain how far any Grim Hunter will go, or whether a specific Grim Hunter truly stands on the side of good or evil. To complicate matters, it is difficult for humans to tell one Grim Hunter from another, and all of these beings are independent, solitary hunters who refuse to co-habituate with mortals and run off before every dawn to their secret lair in the ruins or woodlands. **Note:** Most Grim Hunters have several (at least 3-6) secret lairs scattered across the territory they operate in, so they have a safe sleeping place when needed. Otherwise, they will make do with whatever is handy.

Also Known as *the Demon Satyr* and *Grey Man*.

Race: Lesser Chaos Demon.

Alignment: 15% Unprincipled, 50% Anarchist, 25% Aberrant and 10% other evil alignments. Tend to be cold, calculating and hardhearted. Compassion and mercy are two of the things that come difficultly for these demons of vengeance and combat. **Note:** At least half of the Aberrant demons, though evil, have not given up on the idea of redemption and work to help humanity and achieve goodness in their own brutal and extreme ways.

Attributes: I.Q. 1D6+8 (average human intelligence), M.E. 1D6+7, M.A. 1D6+8, Supernatural P.S. 1D6+21, P.P. 1D6+15, P.E. 1D6+15, P.B. 2D6+4, Spd 3D6+45 running (a minium of 35 mph/56 km).

M.D.C.: P.E. number x3 +2D6x10. The light of day has a profound impact on this demon; see Vulnerabilities for details. (On S.D.C. worlds, the demon has 1D6x10 +P.E. number for Hit Points, 1D6x10 for S.D.C. and an A.R. of 14.)

Horror/Awe Factor: 10 for humans, none for other supernatural beings.

Size: 6-7 feet (1.8 to 2.1 m) tall.

Weight: 200 pounds (90 kg) of muscle and horn.

Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute number x3 +6D6.

Natural Abilities: Very good running speed and can remain active for 16 hours without feeling tired or needing to rest. Can leap up to 10 feet (1.8 m) high or 15 feet (4.6 m) across (increase by 50% with a running start). Can see the invisible, Nightvision 1000 feet (305 m), resistant to fire and cold (half damage), dimensional teleport 10% (+15% at a ley line nexus) and bio-regenerates 1D6 M.D.C. per melee round.

Knows All Languages: Magically understands and speaks all languages at 95%, but cannot read any.

Metamorphosis: **Human:** The Grim Hunter can metamorph into a pale-skinned human with long, light hair (same gender as the demon form). This disguise can be maintained for only a total of one hour before midnight and three hours after midnight. The light of day instantly turns the Grim Hunter back into its natural, demon form. Any clothing worn in human guise will be punctured and torn by the horns and spikes if still worn when the demon turns back into its true form.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons (unless they are made of bone), as well as normal, S.D.C. fire, cold, and disease. Resistant to Mega-Damage fire and cold, including magic spells (does half damage). Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics. Daylight has a profound effect on the demon.

Vulnerabilities: 1. Weapons made of bone (including horns, antlers, claws or teeth) inflict the equivalent S.D.C. damage as M.D. (i.e. a dagger made of bone or a mace spiked with teeth that inflicts 2D6 S.D.C. would inflict 2D6 M.D. to the demon).

2. Sunlight and daytime. As long as the Grim Hunter remains in darkness, the demon’s powers remain unchanged even during the daytime. However, when exposed to sunlight reduce the Grim Hunter’s bonuses by half while out in the sun, and reduce its M.D.C., P.S., Spd and P.P.E. by 10% per every hour of exposure to the sun. The longer the demon is exposed to the light of day, the weaker it becomes. After 10 hours, all M.D.C. should be drained away, killing the poor thing. The corpse turns to dust an hour later (i.e. after 11 hours out in the sun). Additional damage through combat may kill the demon sooner, but the body does not turn to dust until after being exposed to the sun for 11 hours. Burying the body in the ground before it turns to dust enables the demon to regenerate, but it takes five days and M.D.C. remains permanently reduced by 10%. Once turned to dust, the Grim Hunter is permanently gone.

R.C.C. Skills: Basic Math 90%, Land Navigation 90%, Climb 90/80%, Gymnastics (+10%), Prowl 60%, Track Animals

60%, Track Humanoids 70%, Dowsing 70%, Intelligence 65%, Camouflage 65%, Detect Concealment 60%, Dance 75%, Streetwise 50%, Masonry 80%, Mining 75%, Law 65%, Lore: Demons & Monsters 85%, and Lore: Mythology 70%. The Grim Hunter may pick up and use any man-made weapon, but without benefit of W.P. bonuses. These skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D6

Attacks per Melee: Six physical attacks or two by magic.

Damage: Head-butt, punch or kick M.D. as per Supernatural P.S. (typically 5D6 S.D.C. on a restrained punch, 3D6 M.D. on full strength punch, 6D6 on a power punch, but the latter counts as two melee attacks); a claw strike does 1D6+2 M.D. added to Supernatural P.S. damage. Head-butt with horns does +1D6 M.D. in addition to P.S. damage, while a running ram strike with horns inflicts 6D6+10 M.D. and has a 01-60% chance of knocking human-sized opponents off their feet (victim loses initiative and two melee attacks), but counts as two melee attacks. Or may use a weapon or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +4 to strike, +3 to parry, +4 to dodge, +5 to pull punch, +2 to roll with impact or fall, +4 to save vs Horror Factor and +2 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Chameleon (6), Climb (3), Cloak of Darkness (6), Deflect (10), Detect Concealment (6), Escape (8), Fire Bolt (7), Heal Wounds (10), Implosion Neutralizer (12), Invisibility: Simple (6), Lifeblast (15), Power Weapon (25), Sense Evil (2), Sense Magic (2), and Turn Dead (6). Spell potency is equal to the demon's experience level.

Psionics: None.

Enemies: Evil mortals and supernatural beings, with the deceitful Nightwind, the Corruptor, the Grotesk, Witches and demon worshipers at the top of the Grim Hunter's enemies list. That's right, this (sort of) good-demon rescues the innocent and fights against chaos, injustice and wickedness. Consequently, most other demons love to enslave, torment and kill these renegades.

Allies: Humans, D-Bees and particularly other champions of goodness, justice and light. However, while a Grim Hunter may regularly work with a group of humans, it tends to be alone, does not work well with others and will frequently disobey orders to run off or take action on its own. Many appear only when needed most, spending the rest of their time on their own personal crusade against evil.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America, Germany, France, Spain, Italy, Greece and the Mediterranean. Most places where demons are found in abundance, one can be sure to find the Grim Hunter stalking them.

Note: If the Game Master so desires, this supernatural being *may* be allowed as a player character or used as a regularly appearing Non-Player Character (NPC), but the choice is left completely to the G.M.

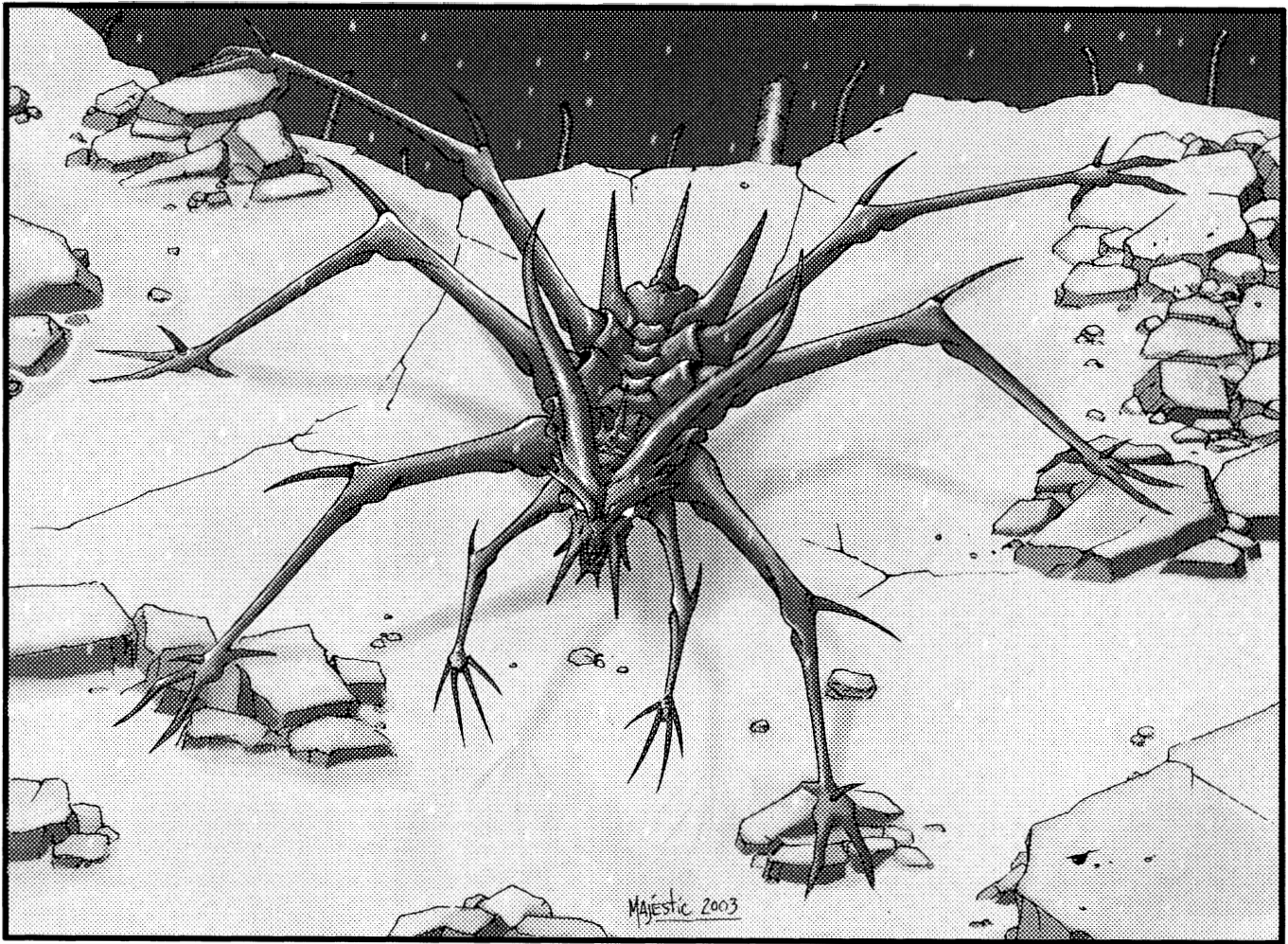
The Heckler

This malicious lesser demon has a wicked sense of humor that finds the suffering and predicaments of others to be amusing. Hecklers resemble a demonic spider with six long legs and a pair of small ones used as its arms and hands. A pair of disproportionately large horns protrude from the head and the body is covered in a tough, protective exoskeleton like a beetle. The eyes glow yellow and the chattering mouth is filled with human-looking teeth.

Like a spider, the Heckler can climb any surface, skitter up the side of walls and hang from the ceiling. Unlike the stealthy spider, however, the Heckler makes noise whenever it moves (can't Prowl) and sounds like the clattering of dry bones rolling across stone or concrete.

The foul demon gets its name from the fact that it seeks out the sick, suffering, and miserable to torment them with words that mock, taunt or frighten. They love to hurl insults, catcalls and jeers, and laugh at the misfortune of others. And their laugh is a high-pitch, grating cackle that's like nails raked across a chalk board. Their victims are those in peril, facing an important, scary or terrible choice, or facing torture, danger, battle, or death; trapped or imprisoned, lost and afraid, angry but unable to strike out, and other painful, scary or frustrating situations. In a duel or pitched battle they mock, demean and belittle. ("Kill the human. He's nothing. Weak, puny, and ugly." "Oh, that must hurt." "Ha, ha, you suck." "Good one." "Oh, death is near, human, near. Can you feel it? Oh, yes, yes, that's your blood – your life oozing through your fingers. Hee, hee, hee." "Oh, pretty human, how can you defeat Zarrick the Invincible? Hee, hee, hee, oh, how your mother will weep for you tonight." "Give up, you don't have a chance. Hee, hee, hee." "You can't do it, fool. You don't have what it takes." "Hee, hee, hee. Die, die, die." And similar accompanied by shrill laughter and jeers with every fumble, mistake and stroke of bad luck.) To people trapped in debris or lost, they prey upon fears, despair and a sense of doom. ("They'll never find you. Never." "Are you sure that's the right way?" "Oh, does that hurt? Try pulling from that rock again, hee, hee, hee. It's funny watching you squirm like a worm." "Oh, look at all that blood." "Oh, do you hear that? Sounds like rats coming to gnaw on your flesh. Too bad you're still alive, it's a very painful way to die.") They also try to mislead people and undermine them. ("Are you sure want to do that?" "If you're wrong . . ." "I could never live with myself if . . . can you? Can you?" "I'm sure it's the other way, hee, hee, hee." "Oh, oh god!" "Don't do it." "Oh, no, oh no." "Poor you, poor you. Hee, hee, hee.")

They always have a cheerful, condescending or sarcastic tone in their voice and clearly display their joy watching the suffering of others. Hecklers also have a nasty habit of giggling ("hee, hee, hee") at the beginning and end of sentences, repeating certain words two or three times, and using the word, "oh" (Oh, this, oh, that). Worse, they gather in small groups, like a mobile audience, and laugh and joke about every misstep and travail an individual suffers. If there is an unkind, degrading, nasty, cruel, or belittling thing to say, it pops into the mind of the Heckler and out of its mouth a second later. In fact, they can't seem to stop themselves, spitting out sarcasm, wisecracks and insults even under the threat of death from a greater demon.



Though nasty and venomous in word, Hecklers are physically weak and notorious cowards. They rarely attack and kill anything, no matter how helpless that individual may be. Instead, they sit and wait, like demonic vultures, cackling and tormenting the sick, injured and dying, stealing what moments of peace they may have before dying. Though a Heckler *may* take a nip out of someone's hide, it is never lethal (1D4 S.D.C. damage), and usually done to be mean, out of frustration ("What's taking so long? Don't hold on. Let go. Nobody's coming for you. Nobody cares. Die already!"), or to get a little taste of blood. Hecklers drink the blood of the recently deceased, the fresher the better, lapping it up with noisy slurping sounds. The ruins of America's grand cities are like a wondrous playground, and the millions of sick, injured, lost, hopeless and dying are easy victims just begging to be heckled to their doom.

Also Known as *Red Spider Demon*.

Race: Lesser Chaos Demon.

Alignment: Always a Miscreant smart mouth with nothing good to say about anyone except the one hand that feeds (and/or protects) it, and even that loyalty is conditional. When the Heckler's meal ticket/master falls, the spider-like demon is the first to leave like a rat abandoning a sinking ship – catcalls and insults snickered loudly on the way out.

Attributes: I.Q. 1D6+6 (low to average human intelligence), M.E. 1D6+8, M.A. 1D4, Supernatural P.S. 1D6+10 (the same in sunlight or daytime), P.P. 1D6+14, P.E. 1D6+17, P.B. 1D4, Spd 2D6+22 running.

M.D.C.: P.E. number x3. Unaffected by the light of day, though they tend to avoid the brightest and warmest time of day. (On S.D.C. worlds, the demon has 5D6 +P.E. number for Hit Points, 5D6 S.D.C. and an A.R. of 16.)

Horror Factor: 10 for an individual, 12 for a pack of six or more.

Size: One to two feet (0.3 to 0.6 m) in diameter, about the size of a dinner plate to that of a serving platter. Stands six to ten inches (15 to 25 cm) tall.

Weight: 20 pounds (9 kg).

Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute plus 6D6.

Natural Abilities: Good running speed and can remain active for 18 hours without feeling tired or needing to rest. Leap up to six feet (1.8 m) high or eight feet (2.4 m) across. Doesn't breathe air, can see the invisible, can turn invisible at will (but must turn visible to feed), Nightvision 1000 feet (305 m), dimensional teleport 5% (+15% at a ley line nexus) and bio-regenerates 1D6 M.D.C. per melee round.

Knows All Languages: Magically understands and speaks all languages at 90%, and reads all languages at 40%.

Insect Locomotion (special): Can run across the surface of water without sinking, as well as climb walls and ceilings at a slow trot to full throttle. Even standing still the creature does not sink or fall off.

Infrared and Thermo-Imaging Vision: Can see perfectly in smoke, but more importantly in cool shadows and darkness.

This is how they locate people trapped in the rubble of toppled buildings and tell if someone is still alive. Thermo-vision will also indicate if an engine has been recently used (i.e., it's still warm) and can track via heat-signatures at 75% (-50% in temperatures of 90+ degrees Fahrenheit). Range: 1000 feet (305 m).

Follow the Scents of Death and Fear (special): The Heckler can sense the sick, bleeding, terrified and dying within a 2000 foot (610 m) radius and track it to its source; 65% (+20% to follow blood scent).

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons (unless they are made of silver), as well as normal and M.D. fire, cold, disease, and poison, including magic equivalents. Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics, and electricity does double damage. Daylight and daytime have no adverse effect on the Heckler.

Vulnerabilities: 1. Weapons made of silver inflict the equivalent S.D.C. damage as M.D. (i.e. a dagger made of, or coated in, silver that inflicts 1D6 S.D.C. would inflict 1D6 M.D. to the demon).

2. Spiders & Spider Venom. The bite from a venomous spider (or scorpion, both arachnids) does the equivalent poison damage in Mega-Damage x2, and the Heckler cannot bio-regenerate damage from spider venom until an hour later. Furthermore, the venom reduces all of the demon's bonuses by half for 2D6 minutes per each venomous bite.

3. Electricity does double damage.

R.C.C. Skills: Basic Math 60%, Land Navigation 95%, Climb 98/90%, Prowl 60% (+10% when on the ceiling), Intelligence 65%, Interrogation 60%, Camouflage 65%, Detect Ambush 55%, Dance 75%, Streetwise 50%, and Lore: Demons & Monsters 80%. These skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D4

Attacks per Melee: Four physical attacks or two by magic.

Damage: Bite 1D4 M.D., punch or claw strike as per Supernatural P.S. (typically 4D6 S.D.C. or 1D4 M.D. from a power punch). May also use small weapons (loves magic items and Vibro-Knives) or weave magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +3 to strike, +2 to parry, +4 to dodge (+6 when running on the side of a wall or the ceiling), +1 to pull punch, +5 to roll with impact or fall, and +3 to save vs Horror Factor.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Death Trance (1), Sense Evil (2), Sense Magic (2), Manipulate Objects (2+), Cloak of Darkness (6), Invisibility: Simple (6), and Repel Animals (7). Spell potency is equal to the demon's experience level.

Psionics: None.

Enemies: Supremely irritating and unlikeable, even many demons despise Hecklers and enjoy putting them in their place or silencing them one way or the other. However, mortals are their primary targets and prey, though anyone can fall victim to their sarcasm and biting tongue.

Allies: Tend to ally themselves with cruel beings, slavers and torturers who keep them to interrogate and torment prisoners

or as a sort of court jester, applauding their master and belittling all who challenge or defy him. Hecklers respect and fear power, and can even control their cutting wit to direct it at their leader's enemies and praise their master. However, when the worm turns, the nasty little cretins turn on their old master/leader or ally, verbally lashing into him in his last moments of life or freedom.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America, Russia, China and Japan. Wherever demons are found in abundance, one can be sure to find the snide Heckler laughing in the wings.



Hell's Wrath

Hell's Wrath is a shadowy apparition of a giant serpent with the upper torso of a human and a horned head with glowing white eyes, surrounded by an eerie, bluish white light. Part wraith, part moonlight, the Hell's Wrath demon rises with the night mist and vanishes in the morning fog before the crack of dawn. In fact, this creature straddles the lines between two realities and is not completely present in our physical world. Consequently, it cannot be harmed by physical weapons or truly slain in our world. However, it can be hurt by magic and psionics and banished back to the unearthly netherworld where it was spawned. Its ethereal nature also means it must enter on a ley line or nexus point and cannot stray more than a mile (1.6 km) from a Blue Zone without getting itself instantly pulled back to its home dimension. This means humans can sometimes trick the demon and send it away by luring the thing beyond the boundary that anchors it to the Earth. This also limits the creatures' range to the Blue Zones. Furthermore, the monster is especially vulnerable to all types of magic that banishes entities or demons – a completed Exorcism, for example, automatically

banishes a Hell's Wrath from Earth (no saving throw or percentile roll apply). Daytime and daylight (including the Globe of Daylight spell) are the Hell's Wrath's greatest nemesis, both making the demon vanish as if it had never existed. Additionally, eliminating all of its M.D.C. sends it back to Hell. In all cases, however, the creature is not slain, but sent away to lick its wounds and stew about its defeat – 2D6 days later, it can return through a Blue Zone to vent its rage on those it encounters there.

Hell's Wrath is an appropriate name because this demon is a seething cauldron of hate, anger and bile. Its soul purpose for coming to Earth is to terrorize, hurt, maim and kill, often striking indiscriminately at the first person or group it encounters.

The Hell's Wrath demon's natural state is a floating, flickering shadow, back lit by a light that follows it wherever it goes. It moves by flying and though its flight is silent, the ever present light and the demon's penchant for howling and bellowing announces its presence at least one or two melee rounds before it is within striking range. This should give potential victims a chance to outrun the thing or prepare themselves for combat.

Also Known as *the Demon Ghost* and *Blue Zone Demon*.

Race: Lesser Chaos Demon.

Alignment: Always Diabolic evil and driven to lash out and hurt others.

Attributes: I.Q. 1D6+4 (low to average human intelligence), M.E. 1D6+8, M.A. 1D6, Supernatural P.S. 1D4+17, P.P. 1D6+14, P.E. Not applicable, P.B. 1D4, Spd 1D6+40 flying (30 mph/48 km).

M.D.C.: 2D4x10 +P.E. number. Cannot exist in the light of day; see Vulnerabilities for details. (On S.D.C. worlds, the demon has 1D4x10 +P.E. number for Hit Points, 1D6x10 for S.D.C.; no applicable A.R.)

Horror/Awe Factor: 15

Size: 8-10 feet (2.4 to 3 m) is visible in our world, actually twice that long in its home dimension and the Astral Plane.

Weight: Not applicable; an energy being.

Average Life Span: Uncertain, probably immortal.

P.P.E.: 1D6x10 +3D6. **I.S.P.:** M.E. attribute number x10.

Natural Abilities: Fair speed and can remain active all night without tiring. See the invisible, Nightvision 1000 feet (305 m), does not breathe air, can fly, moves silently except that it constantly bellows and wails, dimensional teleport 35% (+25% at a ley line nexus) and bio-regenerates 1D6 M.D.C. per melee round.

Knows All Languages: Magically understands all languages at 75%, but cannot speak except through Telepathy, and cannot read.

Silent Flight: 30 mph (48 km). Maximum altitude is limited to the height of the Blue Zone/ley line.

Intangibility is the Natural State: Can pass through walls and can't be hurt by the physical world, with some exceptions (laser beams, magic and psionics).

Methods of Attack: See Damage and Psionics.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. and M.D. weapons as well as cold, heat, fire, poison and disease. Mega-Damage weapons pass right through it as if it wasn't there (it really isn't), as does

explosive concussion and most everything else. Only magic spells, magic or enchanted weapons and psionics inflict full damage, and because of the demon's vulnerability to light, Mega-Damage *lasers* do half damage. Daytime and sunlight have profound effects on the demon.

Vulnerabilities: 1. M.D. laser weapons do half damage. Magic, magic weapons and psionic do full damage.

2. Hell's Wrath actually straddles three different realities, with one being the Astral Plane. Thus, the demon can also see and touch Astral Travelers and they can touch it, meaning the creature can be engaged and destroyed on the Astral Plane. However, destroying it on the Astral Plane is the same as destroying it on Earth, and only sends the thing back to its native reality. **Note:** Following the demon to its home world is difficult and a mistake, for the creature has double the M.D.C., size, flying speed, level of experience, attacks per melee round, bonuses, I.S.P. and P.P.E.

3. Daytime & Sunlight. Hell's Wrath cannot exist in the light of day and is instantly banished from our world the second the sun rises or sunlight touches it (including the light from the Globe of Sunlight spell).

4. The demon's link to our world is the seething magic energy of the Blue Zones and darkness. Without either, it cannot manifest itself in our reality, however, Chaos Earth has been turned into a twilight world boiling with magic energy, making its ghostly presence relatively easy to maintain, but only at night. **Note:** These ethereal demons will vanish from Rifts Earth in the early days of the Dark Ages when the ley line energy lessens and the dust settles to let the sun shine brightly in the sky. On Rifts Earth today (and most other worlds), they only sometimes appear at ley line nexus points and when summoned on a ley line by a third party, but seldom last for more than one night.

R.C.C. Skills: Basic Math 80%, Land Navigation 90%, Prowl 40% (if they can contain their rage and stay quiet), Lore: Demons & Monsters 80% and Lore: Magic 60%. The ethereal Hell's Wrath cannot pick up and use weapons, except through Telekinesis without benefit of any combat bonuses. These skills do not improve with experience.

Equivalent Level of Experience: 1D4

Attacks per Melee: Five physical or psionic attacks or two by magic.

Damage: Hell's Wrath are ethereal beings made of shadow and moonlight, so they can't be touched by physical beings or their weapons, nor can they touch the physical world except on a limited basis and through magic and psionics.

Frightful Visage: The ghostly appearance and bellowing roars are scary to most mortal beings, humans and animals (Horror Factor 15), and usually send them fleeing in terror. The fact that it can't rip into mortals with tooth and claw only makes the demon all the more angry.

Icy Embrace: If the serpentine demon grabs and holds onto a living being or wraps around him with its snake-like body for one melee round (15 seconds), the character feels chilled to the bone, as if touched by death. The chill inflicts the following penalties for 1D4 melee rounds: Reduce all combat bonuses, saving throws and Spd by half, -10% on skill performance and -1 attack per melee round.

Icy Claw Strike: For a brief 5-7 seconds the demon can will itself to become a bit more tangible to inflict 2D6 M.D. to Mega-Damage creatures or 2D6 points of damage direct to the Hit Point of mortals and right through protective body armor. In addition to the damage, the victim suffers the same penalties as the Icy Embrace for 1D6 melee rounds and feels as if he has been touched by the hand of death. **Note:** This attack counts as two of the demon's melee attacks and for those 5-7 seconds, the creature takes full damage from laser beams and double damage from magic attacks. The trick for mortal opponents is to realize when the creature is vulnerable and react quickly enough to take advantage of it (players need to roll and win initiative and make a Called Shot).

Magic and Psionics. Otherwise, Hell's Wrath is left with magic and psionics with which to attack.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +3 to strike, +3 to automatic dodge (the act of dodging does not use up a melee attack), no parry, impervious to Horror Factor and possession, +2 to save vs illusions (magic or psionic) and +1 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Charm (12), Energy Bolt (S.D.C.; 5), Electric Arc (8), Fear (5), Fingers of the Wind (5), Heavy Breathing (5), Horrific Illusion (10), Horror (10), Levitation (5), Paralysis Lesser (5), Repel Animals (7), Shatter (5), Throwing Stones (5), Wave of Frost (6) and Wind Rush (20). Spell potency is equal to the demon's experience level.

Psionics: I.S.P.: M.E. attribute number x10 (90-150 points), but recovers I.S.P. at a rate of 10 per hour of non-combat, difficult for this savage demon. Commune with Spirits (6), Empathy (4), Mind Block (4), Read Dimensional Portal (6), See Aura (6), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Telekinesis (varies), Telekinetic Punch (6), Telekinetic Push (4), Telepathy (4; this is how the demon "speaks" to mortals), Ectoplasm (6), Empathic Transmission (6), Mentally Possess Others (30), Mind Bolt (varies), and Radiate Horror Factor (8).

Enemies: Mortals (humans and D-Bees) are the targets of the demons' rage. Hates all creatures and champions of light as well as Day Demons.

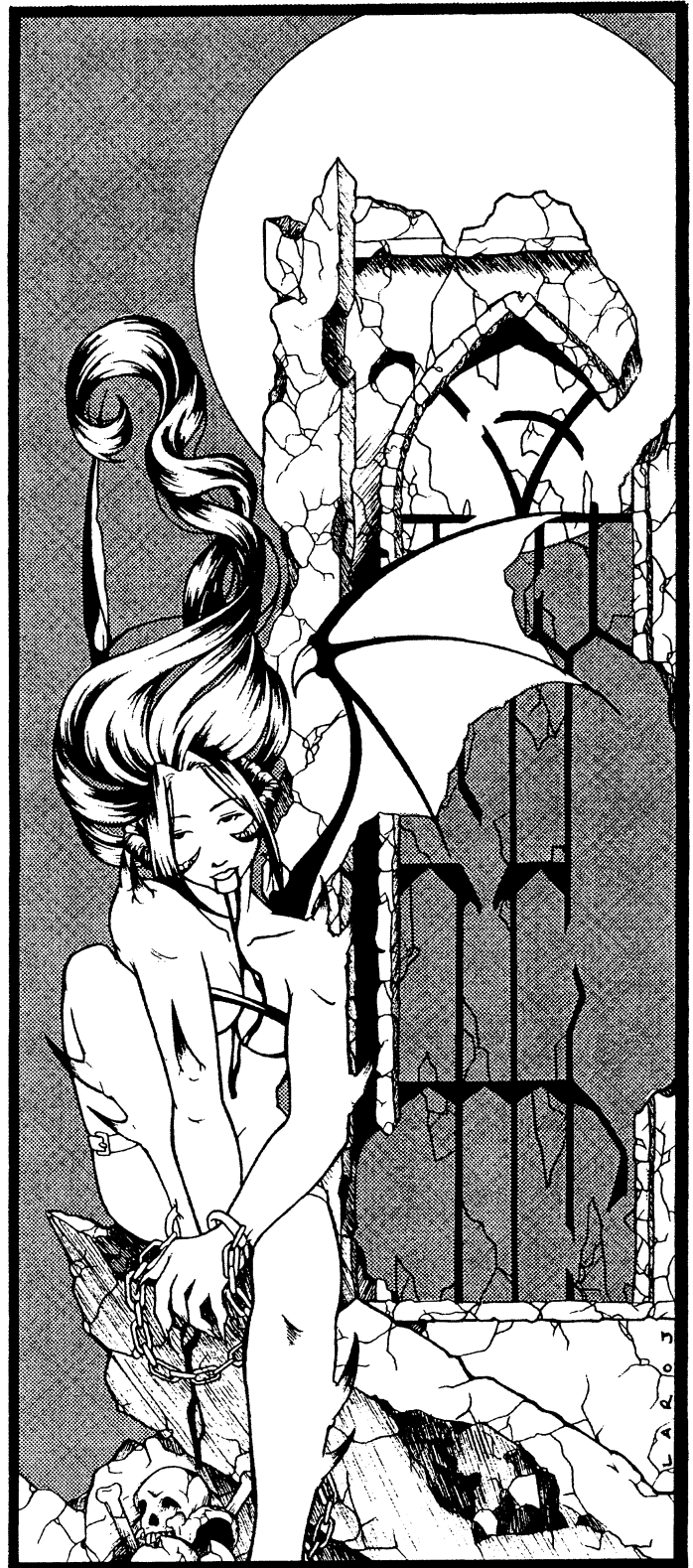
Allies: None. Tend to be a violent force of destruction that lashes out without rhyme or reason. Sometimes summoned and commanded by a greater demon, creature of magic or human sorcerer.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America, the British Isles, France, and Germany, but always along ley lines.

Nightwind

The Nightwind are sad, she-demons who most mortal males find strangely attractive and alluring. Shape changers, the Nightwind can make themselves appear completely human, soft, sweet and vulnerable, but even in their demonic form, with their small black and red bat wings and black-tipped spikes sticking out from their legs, arms and shoulders, they seem somehow sympathetic, helpless, desirable and in need of comforting. Hu-

man males are often attracted to these demon seductresses like moths to a flame, leaving themselves open to robbery, intelligence gathering, enchantment, kidnaping, enslavement and murder. And even men (and women) who are not bewitched by the Nightwind tend to underestimate them or think of them as less dangerous or cunning than they really are. The attraction is reciprocal, as Nightwind find humans to be attractive, interesting and desirable – now if only they could control themselves from using, abusing and feeding on humans (draining their blood dry), they could become real friends and lovers.



Nightwind exude sexuality and intoxicating freedom, or at least a temporary abandonment to pure animal desire. For the she-demon, there isn't anything they enjoy more than giving herself to a human. However, after the fun in bed, the male is likely to find himself being abandoned, robbed, beaten for the slightest offense, killed (in rage, disgust or deliberate intent – Nightwind make fabulous demon assassins), or feasted upon for their blood. Nightwind, like most demons, are creatures of instinct and primordial urges. On one hand, the she-demon genuinely likes humans and wants to play and share herself with them. On the other hand, humans are lesser beings to be used for one's own needs, and prey to be butchered like cattle. Additionally, Nightwind are fickle and selfish creatures. Their needs come first, and those needs and wants can change in a heartbeat. When that happens their demonic side comes out and they react with icy selfishness and cool savagery, striking out in the heat (or cold) of the moment, perhaps regretting what they have done, before moving on and forgetting their latest act of violence or betrayal. Thus, a Nightwind can *never* be trusted, and foolish males who give into their invitations of passion can only expect heartbreak, suffering or death.

Occasionally, a Nightwind honestly falls in love with a mortal, but their idea of love is obsession and domination. Hyper-protective of "her man," the she-demon will quietly ruin or slay his rivals and enemies, as well as lie, steal, cheat, threaten, kill and do whatever it takes to protect or help the object of her affection. Jealous beyond human comprehension, any woman, friend, ally, business partner, associate or passerby that catches the Nightwind's eye and is perceived as a rival, threat, enemy or annoyance, is driven away or destroyed. The male smiling at another woman or commenting that she is attractive is like signing the woman's death warrant. Worse, sometimes the she-demon falls in love with a mortal male even when he refuses her passionate overtures and despite the fact that he may have tried to slay her (Nightwind have a thing for powerful men, heroes and demon slayers). In this case, all the above apply, except the Nightwind is a stalker following the object of her unrequited love, watching from a distance and taking action against people without the victim of her affection even being aware of it.

Nightwind who are not smitten by love (and that's most of them) are cold, calculating opportunists. They make money, grab power and take what they want by using seduction and sex to lure their victims to them. Fleecing, tricking and using humans is just fun and games for these demonic vixens. Those who are not spies, thieves or assassins working for a greater power, may simply enjoy manipulating men to see how far they can push them or how low in the gutter a man will crawl in the name of love/lust, hate, power or greed – all things the Nightwind knows well (though they know little about genuine love). Duplicitous in the extreme, they can appear completely sincere and loyal one minute and stab one in the back the next. Their treachery knows no limit and they plot and execute their schemes with military precision. Men are wise to remember that even the softest, most innocent looking Nightwind has an iron will, a wicked side, and is out of herself. Their Supernatural P.S. and other preternatural powers are more than capable of handling any ordinary man.

Also Known as *the Demon Seductress* and *the Lovely Lady*.

Race: Lesser Chaos Demon.

Alignment: Any evil alignment, but most are Miscreant.

Attributes: I.Q. 1D6+10 (high human intelligence), M.E. 1D6+10, M.A. 1D6+18, Supernatural P.S. 1D4+20, P.P. 1D6+10, P.E. 1D6+16, P.B. 1D6+20, Spd 1D6+18 running (a minimum of 15 mph/24 km) or 58 flying (40 mph/64 km).

M.D.C.: P.E. number x6 +6D6. The light of day has a profound impact on this demon; see Vulnerabilities for details. (On S.D.C. worlds, the demon has 1D6x10 +P.E. number for Hit Points, 1D6x10 for S.D.C. and an A.R. of 12.)

Awe Factor: 14 for human males, 8 for females.

Size: 5-6 feet (1.4 to 1.8 m) tall.

Weight: 125 pounds (56 kg).

Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute number x3 +6D6.

Natural Abilities: Very good running speed, but faster flying speed, and can remain active for 12 hours without feeling tired or needing to feed. Can leap up to 10 feet (1.8 m) high or 15 feet (4.6 m) across (increase by 50% with a running start) and can hover and fly silently. Can see the invisible, Nightvision 1000 feet (305 m), resistant to fire and cold (half damage), dimensional teleport 20% (+20% at a ley line nexus) and bio-regenerates 2D6 M.D.C. per melee round.

Knows All Languages: Magically understands and speaks all languages at 95%, and reads all languages at 60%.

Radiates Sensuality and Sympathy: These demons just seem sweet, soft, sympathetic and sensual, at least until one is tearing your throat out. It's an aura that radiates and affects everyone who sees them unless a successful save vs enchantment of 17 or higher is made. Roll for each new encounter/meeting. Also see Seduction under R.C.C. Skills.

Metamorphosis: Human: The Nightwind can metamorph into a beautiful, pale-skinned human woman with long, dark hair and deep, warm eyes (P.B. 1D6+20). This disguise can be maintained all night long, but with the advent of the new day, the disguise is dispelled. However, if locked completely away from the sun (not the slightest trickle), say in an underground bunker, the metamorphosis can be maintained indefinitely. However, the disguise is also reversed to reveal the true demonic nature, wings and all, by the Globe of Daylight spell.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons (unless they are made of wood), as well as normal, S.D.C. fire, cold, poison and disease. Resistant to Mega-Damage fire and cold, including magic spells (does half damage), and man-made Mega-Damage weapons inflict only half damage. Magic weapons, spells and psionics do full damage, and enchanted demon slaying weapons do double damage. Daylight has a profound effect on the demon.

Vulnerabilities: 1. Weapons made of wood (any kind) inflict the equivalent S.D.C. damage as M.D. (i.e. a staff made of wood that inflicts 2D6 S.D.C. would inflict 2D6 M.D. to the demon).

2. Daytime and Sunlight. The light of day reveals the Nightwind's demonic nature, makes metamorphosis and flight impossible, and hurts and blinds her eyes (must squint and cover the eyes with her hands; 100 foot/30.5 m range of vision). Furthermore, reduce the creature's P.B., P.S., M.D.C.

and bonuses by half, plus bio-regeneration does not work while in sunlight. As long as the Nightwind remains in absolute darkness, the demon's powers remain unchanged even during the daytime, so the she-demon shuns the light of day, making her lair underground where the sun can't find her.

3. Drinks the blood of mortals; male or female. Requires 6 pints per night, but often indulges in two or three times as much. Thus, they are vulnerable when they feed, and the line of bodies they leave behind draws attention to them.

4. Tends to be daring and takes risks for the thrill of it.

R.C.C. Skills: Art 75%, Basic Math 95%, Dance 90%, Cook or Sing 90%, Land Navigation 90%, Prowl 65%, Swim 50%, Track Humanoids 60% (+25% to follow a blood scent that is less than three hours old), Forgery 55%, Imitate Voices & Impersonation 75/50%, Intelligence 70%, Interrogation 80%, Pick Locks 75%, Pick Pockets 90%, Palming 85%, Concealment 80%, Seduction 80%, Streetwise 65%, Lore: Cities 60%, and Lore Demons & Monsters 90%. The Nightwind may pick up and use any man-made weapon, but without benefit of W.P. bonuses. These skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D6

Attacks per Melee: Five physical attacks or two by magic.

Damage: Bite does 4D6 S.D.C. damage. Head-butt, punch or kick M.D. as per supernatural P.S. (typically 4D6 S.D.C. on a restrained punch, 2D6 M.D. on full strength punch, 4D6 M.D. on a power punch, but the latter counts as two melee attacks). A claw strike does 1D6+1 M.D. added to the Supernatural P.S. damage. A flying body block does 3D6 M.D. and has a 01-60% of knocking human-sized opponents off their feet (victim loses initiative and two melee attacks), but counts as two melee attacks. Or may use a weapon or magic.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +3 to strike, +3 to parry, +2 to dodge on the ground, +4 to dodge flying, +6 to pull punch, +2 to roll with impact or fall, +6 to save vs Horror Factor and possession, and +1 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Calling (8), Cleanse (6), Climb (3), Charismatic Aura (10), Charm (12), Cloak of Darkness (6), Deflect (10), Domination (10), Featherlight (10), Invisibility: Simple (6), and Sleep (10). Spell potency is equal to the demon's experience level.

Psionics: None.

Enemies: Humans are regarded as prey and playthings. The Grim Hunter, champions of light, heroes, demon slayers and others who identify and expel or battle demons are enemies to be avoided or destroyed. Vampires are hated as power-hungry rivals, Day Demons because they can enjoy the light of the sun.

Allies: Mainly other Night Demons. May be enticed, hired or forced to work for greater demons, dragons and other powerful beings. Humans and other attractive beings may be regarded as friends, partners and allies of convenience – at least for the moment.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America, Germany, Eastern Europe, Russia, China and Japan.

Raging Doom

Raging Doom have a muscular, humanoid body with four arms, a long, dragon-like tail, and a head that is predominantly a huge mouth filled with dagger-like teeth and fangs. There is no obvious nose and the eyes are mounted on a pair of antennae-like stalks that can bend 360 degrees to look in every direction. The demon has only two thick, clawed fingers and a thumb on each of its four hands. The feet are long and narrow, with two clawed toes and a small toe on the heel similar to birds. The skin is a very pale green or grey with blue and purple veins showing through.

Raging Doom are belligerent monsters who thrive on combat and love to hunt, track, chase, fight and kill. Left to their own devices, the demons live as predators, hunting and feeding on humanoid prey and slaughtering pets and livestock for the fun of it. As demons go, they have a low human intelligence and are very, very animalistic, living by pure predatory instinct. When not hunting to eat, they like to scare and chase people, engage in cat and mouse games (which may or may not end with death), torture, and kill for the sport of it. Beyond that, the Raging Doom have very few needs or desires. Aggressive and short tempered, these bloodthirsty demons finds violence to be the answer to everything (besides, it's fun). However, Raging Doom are most dangerous when controlled and directed by a higher intelligence. This is usually a greater demon or other powerful being (sometimes a mortal practitioner of magic) who uses Raging Doom as shock troops, guards, trackers, and pit bulls eager for the order to tear into an adversary. Completely obedient to their demonic masters, the Raging Doom jump to do whatever they are told. The fact that they are fearless, welcome combat and fight till they drop (seldom realizing when they are on the verge of death), makes them enviable warriors. Since the greater demons who may command these killing machines have no compassion for others, not even for their own kind, they use their legions of Raging Doom to devastating effect against their enemies and barely notice the mountain of dead on both sides of the battlefield.

Also Known as *the Devastator*.

Race: Lesser Chaos Demon.

Alignment: Always Miscreant evil.

Attributes: I.Q. 1D4+4 (low human intelligence), M.E. 1D4+9, M.A. 1D4+4, Supernatural P.S. 1D4+31, P.P. 1D4+19, P.E. 1D6+19, P.B. 1D4+1, Spd 3D4+57 running (approx. 40 mph/64 km).

M.D.C.: P.E. number x2 +2D6x10. (On S.D.C. worlds, the demon has 1D6x10 +P.E. number for Hit Points, 1D6x10 for S.D.C. and an A.R. of 14.)

Horror Factor: 10 for humans, none for other supernatural beings.

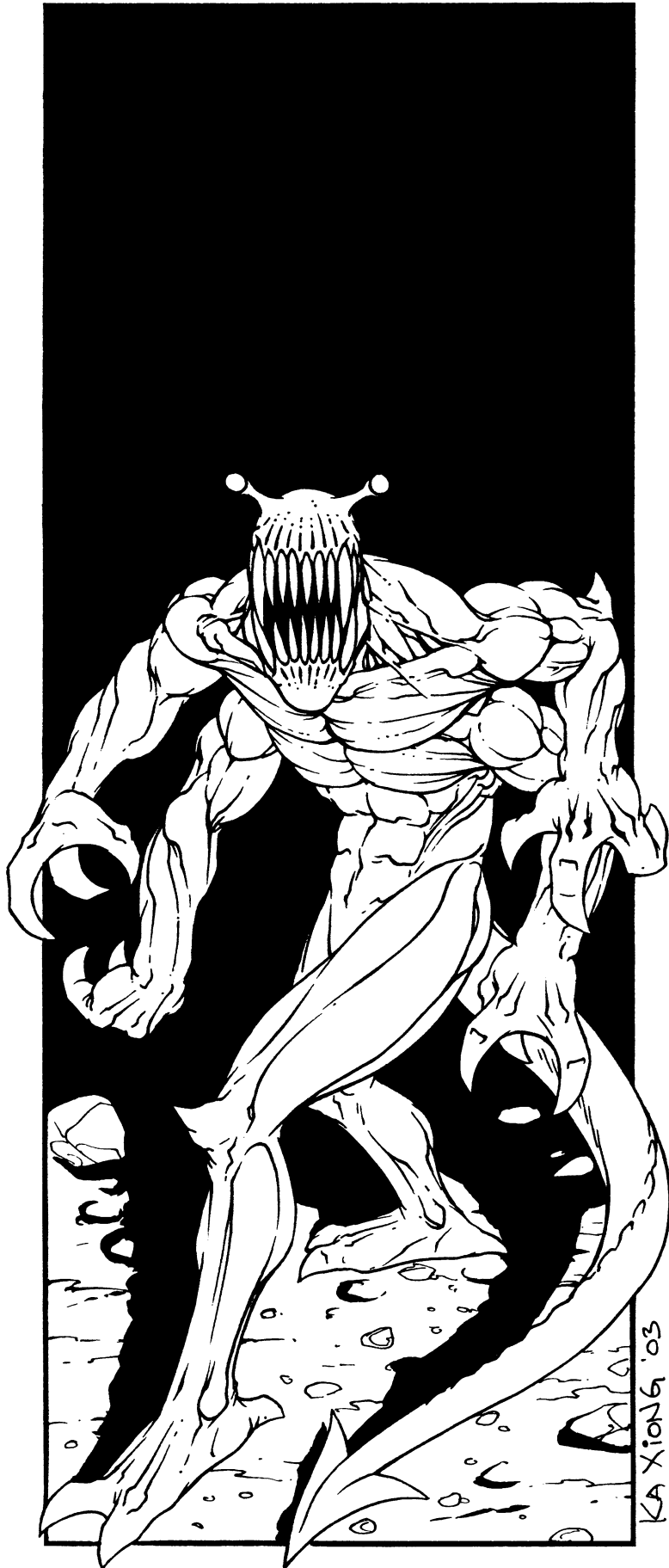
Size: 6-7 feet (1.8 to 2.1 m) tall.

Weight: 350 pounds (175.5 kg) of muscle and tail.

Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute number x2 +6D6.

Natural Abilities: Very good running speed and can remain active for 16 hours without feeling tired or needing to rest. Can



leap up to 15 feet (4.6 m) high or 20 feet (6.1 m) across (increase by 50% with a running start, double when using a Speed Burst). Can see the invisible, Nightvision 1000 feet (305 m), resistant to fire and cold (half damage), dimensional teleport 10% (+15% at a ley line nexus) and bio-regenerates 3D6 M.D.C. per melee round. If the tail or a limb is lost, it regrows with seven days, eyes and eye stalks in 10 days.

Knows All Languages: Magically understands and speaks all languages at 95%, but speaks in monosyllables (“go,” “come,” “die,” etc.) and cannot read a lick.

Speed Burst (special): Loping on all sixes, the Raging Doom can run at 60 mph (96 km) in a short burst lasting 1D4 minutes, before returning to its normal range. This speed burst can be performed only twice per hour.

Insect Locomotion (special): Can run along the side of walls and along ceilings like a bug at a slow, trotting pace to full throttle, but can’t stop and hang still. It must keep moving or falls off.

Methods of Attack & Prehensile Tail: See Damage.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons (unless they are made of silver), as well as normal, S.D.C. fire, cold, poison and disease. Resistant to Mega-Damage fire and cold, including magic spells (do half damage). Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics. Daylight has a profound effect on the demon.

Vulnerabilities: 1. Weapons made of, or coated with, silver inflict the equivalent S.D.C. damage as M.D. (i.e. a sword coated in silver that normally inflicts 2D6 S.D.C. would inflict 2D6 M.D. to the demon).

2. Sunlight and daytime. As long as the Raging Doom remains in darkness, the demon’s powers remain unchanged even during the daytime. However, when exposed to sunlight reduce the Raging Doom’s attacks per melee round, bonuses, P.S. and Spd by half, but M.D.C. and other abilities remain unchanged. After five minutes of exposure to sunlight, the demon’s skin starts to blister and it endures 2D6 M.D. every melee round thereafter until it dies or seeks shelter in cool and comforting darkness (a Shadow Meld will do the trick). Furthermore, sun damage cannot be bio-regenerated until the demon finds its way to darkness and remains there for at least 30 minutes. If slain by sunlight or other means and left out in the sun, the demon’s corpse will boil and turn into a puddle of simmering goo. When that happens, the Raging Doom is permanently destroyed. However, if the slain creature’s body is buried or tossed in a dark place before turning to goo, it will regenerate in 72 hours, completely restored, and rise at nightfall to seek revenge on those who killed it.

R.C.C. Skills: Basic Math 30%, Land Navigation 85%, Climb 98/95%, Prowl 40%, Track Animals 60%, Track Humanoids 80% (+10% to follow a blood trail), and Lore: Demons & Monsters 70%. The demon may pick up and use any man-made weapon, but without benefit of W.P. bonuses. These skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D6

Attacks per Melee: Nine physical attacks or two by magic.

Damage: Bite: A nip does 1D6 M.D. and is usually meant as a warning or the creature is toying with its opponent. A full strength bite does 6D6 M.D.!

Hand to Hand: Head-butt, punch or kick M.D. as per Supernatural P.S. (5D6 S.D.C. on a restrained punch, 4D6 M.D. on full strength punch, 1D4x10 on a power punch, but the latter counts as two melee attacks). A claw strike does 2D6 M.D. added to the Supernatural P.S. damage (6D6 total). A running leap or tackle attack does 3D6 M.D. and has a 01-75% chance of knocking opponents as tall as 12 feet (3.6 m) off their feet. Victims lose initiative and two melee attacks, but the running leap/tackle counts as two melee attacks. Raging Doom rarely even consider using a weapon or magic.

Eye Beams (special): Energy Bolts can be fired from the eyes. Damage is 3D6 M.D. per single blast, 6D6 M.D. when both eyes fire simultaneously at the same target (counts as one melee attack). However, the nature of the eye stalks are such that the eyes can point and shoot at two separate targets simultaneously, but damage is limited to 3D6 M.D. each and no bonus to strike is applicable. Range: 1600 feet (488 m).

Prehensile Weapon Tail (special): The long, thick tail is flexible enough to be used to swat and lash out at enemies from behind or to either side. Inflicts 5D6 M.D. with each tail swipe. Each tail swipe counts as one melee attack.

R.C.C. Bonuses (in addition to likely attribute bonuses): +3 on initiative, +4 to strike in close combat, +3 to strike with eye beams, +8 to parry, +3 to dodge, +4 to disarm, +4 to pull punch, +2 to roll with impact or fall, impervious to Horror Factor and fear of any kind (including magic or psionic induced fear), and +2 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Deflect (10), Frequency Jamming (15), Mystic Fulcrum (5), Shadow Meld (10), Sense Evil (2), Sense Magic (2), and Sonic Blast (25). Spell potency is equal to the demon's experience level.

Psionics: None.

Enemies: Humans, demon slayers, champions of light and anyone who gets in its way. Considers the Savage Fury (Day Demon) an enemy, and Brodkil and other combat oriented demons as rivals.

Allies: Other, more intelligent and powerful demons, greater demons, and beings of considerable power.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America, Russia, Mongolia, China and Japan. One can be expect to find the Raging Doom adding to the death toll and violence where demons are found in abundance or chaos reigns.

Shimmering Slayer

The Shimmering Slayer is a weird demonic being with unusual powers. It appears as a wild-looking, musclebound humanoid with large, glowing yellow eyes, glistening black or blue skin, a featureless face, and a crown of hair that seems to be made of straw or water reeds. The thing lives underwater, at the bottom of lakes, rivers and marshlands. The Shimmering Slayer rises from the water to appear during the unsettling calm and gloom that comes *before* a storm and the moody wake in the aftermath of a storm, as well as during fog. It visits to the surface to prey on people in boats and along river banks where it

hunts for food and terrorizes the countryside, sometimes traveling as far as 20 miles (32 km) inland and even deeper into the interior during fog. Exactly why it uses the cover of fog or a storm to conceal its presence or to cover its tracks is unknown. Some suspect the demon follows the storm or sheltering fog to take advantage of the fear and confusion they both create. Others believe the atmospheric disturbances wake the demon from its slumber under the waves and once awake, the monster's grumbling, empty stomach prompts it to go hunting. The Great Lakes and the surrounding region with thousands of smaller lakes and marshland (in the US and Canada) are the perfect home for Shimmering Slayers, who are especially numerous around the lakes, as well as along the Mississippi River and what's left of Florida and the Gulf Coast.

A marauding hunter with a nasty streak a mile wide, Shimmering Slayers enjoy causing havoc and misfortune wherever they go. When not hunting, they enjoy capsizing boats, snapping or tangling anchor chains, punching holes in the bottom of vessels, shredding fishing nets and sails, smashing docks and small boats, spoiling fresh catches, killing guard animals, slaughtering livestock, and chasing horses and unsuspecting travelers. Cruel, beastly demons, Shimmering Slayers usually hunt their human prey alone and seldom willingly join forces with other demons or work in concert with monsters or mortals. **Note:** See Natural Abilities for the demon's many strange powers.

Also Known as *the Lake Demon*.

Race: Lesser Chaos Demon.

Alignment: Diabolic evil.

Attributes: I.Q. 1D4+3 (low human intelligence), M.E. 1D4+5, M.A. 1D6, Supernatural P.S. 1D4+20, P.P. 1D4+17, P.E. 1D6+17, P.B. 1D4, Spd 2D4+19 running (approx. 15 mph/24 km).

M.D.C.: P.E. number x4 +2D6x10. (On S.D.C. worlds, the demon has 2D4x10 +P.E. number for Hit Points, 1D6x10 for S.D.C. and an A.R. of 13.)

Horror Factor: 13

Size: 5.6-6.6 feet (1.7 to 2 m) tall.

Weight: 250 pounds (112.5 kg) of rippling muscle.

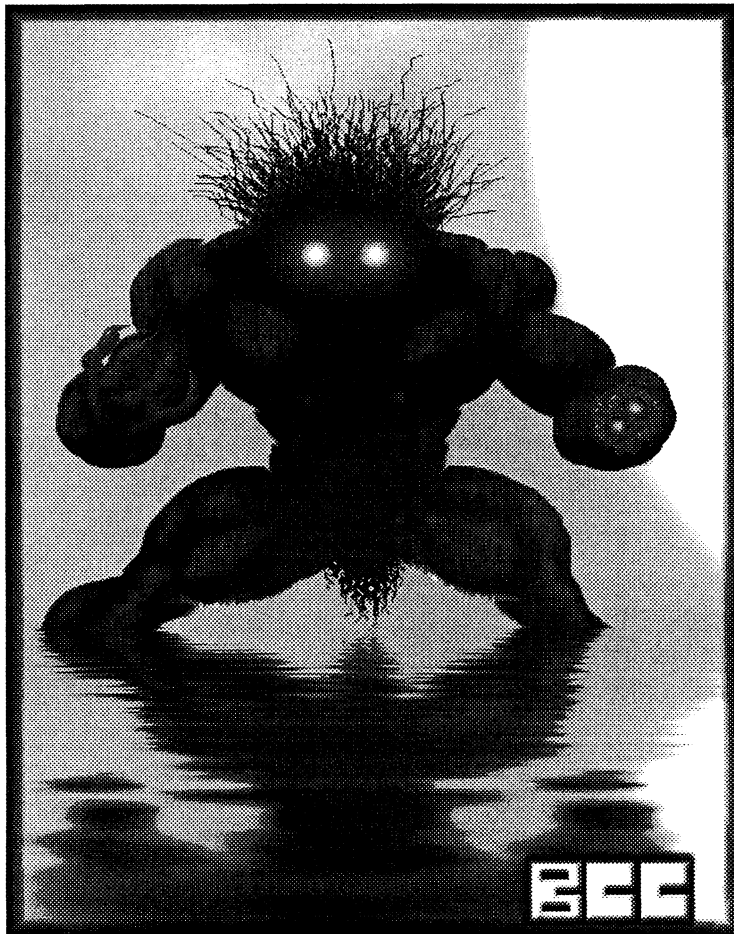
Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute number x2 +1D6x10. **I.S.P.:** M.E. attribute number x3.

Natural Abilities: Good running speed, and can remain active for 14 hours without feeling tired or needing to rest. Can swim at double its running speed, can breathe underwater and in the air, and can survive ocean depths as deep as four miles (6.4 km). Impervious to cold, dimensional teleport 10% (+15% at a ley line nexus) and bio-regenerates 3D6 M.D.C. per melee round and regenerates entire lost limbs in 10 hours but only when in water; cannot regenerate damage at all while on dry land unless covered in water (i.e., rain or fog).

Knows All Languages: Magically understands and speaks all languages at 70%, but talks in a husky whisper that sounds like the wind. To create fear the demon whistles and howls, and during combat it bellows and growls. Cannot read.

A Shadow and a Pair of Glowing Lights in Mist (special): In fog, the Shimmering Slayer can become semi-transparent,



appearing only as a faint shadow several yards/meters away or as a pair of faintly glowing lights that appear and then disappear when it turns its head or closes its eyes. The demon must abandon this shadowy form to launch an attack or engage in any physical activity, but while part of the fog, physical attacks, energy blasts and magic have no effect on it, harmlessly passing through it like the rest of the fog.

The Powers of the Glowing Eyes (special): 1. Can see as clear as day inside the thickest fog or darkest storm as well as in the murkiest and darkest waters. Nightvision 2000 feet (610 m) and can see the invisible.

2. The light from the eyes can also be made to pulsate to create the same effect as the *Wisps of Confusion* spell: Each character witnessing the effect must roll a 15 or greater to save vs magic. Those who fail are -5 to strike, parry and dodge, and attacks per melee are reduced by half. Penalties last for 1D4 melee rounds after being affected. A favorite tactic of the Shimmering Slayer is to use the confusion power to temporarily diminish potential adversaries and then attack while they are still reeling.

3. In the alternative, the Shimmering Slayer can use its glowing eyes to *transfix* those watching the light show. Nothing life threatening happens as a result, but victims (those who roll a 14 or lower) lose all sense of time and watch the lights for as long as the creature keeps the transfixing effect going. Thus, what seems like a few seconds or a minute or two could really be several minutes (1D6x10) or even hours (seldom more than three). The demon cannot attack or use magic or psionics while it has mortals transfixed with its eyes.

4. Searchlight effect. Lastly, the demon can magnify the intensity of the light from its eyes to seem as if they are the high powered beams from a lighthouse. This power is used to lure vessels on the Great Lakes to run aground on sand bars, rocks and sunken ships.

Note: The "Eye" powers work only at night. In daylight they turn into a pair of tiny orange specks, like the embers of a cigarette lost in a shaggy and shadowy face where no other features can be discerned.

Hide in Reflective Surfaces/Mirrors & Become a Reflection (special): Arguably the strangest thing about Shimmering Slayers is their ability to enter mirrors. The demon can place itself inside a mirror by simply stepping into it and appear as a reflected image in the background. This may be done for many reasons: to hide or escape attackers, to frighten those looking into the mirror, to eavesdrop/spy on others (can see or hear everything within 50 feet/15.2 m of the mirror), to escape the agony of sunlight, and for concealed transportation from one place to the other. The latter is accomplished by stepping into a mirror unseen and hitching a ride without the individual carrying the item ever knowing it. The hulking brute can step into a mirror as small as a pocket mirror and is nothing more than an insubstantial, weightless reflection inside. It's aware of sights and sound all around the mirror, but cannot attack, not even with psionics, unless it steps out of the mirror to become a solid being again. The Slayer can exit any time it desires, but usually waits until a quiet moment when nobody is around or when it is near a body of water, or until a storm or fog rolls in.

If not careful, the Shimmering Slayer can outsmart itself and get into serious trouble hiding in mirrors. For one, if noticed, people can prepare for combat and surround the mirror. If the mirror is smashed, the demon is spit out onto the ground whether it wants to exit or not. The rough exit leaves it without initiative and -2 melee attacks for that initial round of combat. During the day, the demon can be blinded. This happens when the mirror containing it is used to reflect sunlight. Catching sun with the mirror blinds the monster inside (-10 to strike, parry and dodge) and stings the eyes and prevents it from seeing what is transpiring around the mirror (like a gathering lynch mob or soldiers). In addition, should the demon exit in sunlight, it remains blinded for 1D4 melee rounds plus the daylight inflicts all the usual penalties (reduced M.D.C. and P.S.) as well as penalties for being on dry land. In short, the demon is left very vulnerable and open to attack.

Watery Reflection: The Shimmering Slayer can enter any reflective surface, including water. In this case the creature appears as a reflection inside the water. It can float in place or float away on the tide, or slowly vanish from sight. As with hiding in mirrors, the Shimmering Slayer can see and hear everything going on within 50 feet (15.2 m) of its reflection, but cannot attack with an insubstantial reflection (though the sight of the reflection has a H.F. of 12). Becoming a reflection in water is much safer than mirrors because the reflection cannot be captured or held. If discovered, the monster either slips away or turns substantial and swims off or attacks. The act of becoming a reflection or solid counts as *two melee attacks/actions*.

Walk on Water: The demon can also stand and walk on the surface of water. Maximum speed is half its normal running speed.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons unless they are made of silver. Impervious to S.D.C. and M.D. cold and electricity/lightning, poison and disease. Man-made Mega-Damage weapons, except electricity and cold, inflict full damage, as do magic weapons, spells and psionics. Daylight has a profound effect on the demon.

Vulnerabilities: 1. Magic and M.D. fire inflict double damage and even an S.D.C. flaming torch, Molotov cocktail, or flamethrower will do 1D4 or 1D6 M.D. depending on the size and intensity of the fire.

2. Sunlight and Daytime: Eye powers and the ability to walk on water don't work in sunlight, and reduce M.D.C. and P.S. (and corresponding reduction in M.D.) during the day and when exposed to daylight. The only exception is if the creature is protected by *fog*, in which case its powers, M.D.C. and P.S. remain unchanged. However, as the fog burns off, the demon becomes vulnerable, at least in open patches where the fog is gone.

3. Dry Land. As long as the Shimmering Slayer remains in water or fog, the demon's powers remain unchanged even during the daytime. However, when on dry land reduce the demon's attacks per melee, bonuses, and Spd by half. Furthermore, it cannot bio-regenerate on dry land, it must be submerged or drenched in water (rain or fog) to regenerate. Penalties from sunlight and dry land are cumulative.

R.C.C. Skills: Basic Math 30%, Land Navigation 85% (+5% along coastlines or rivers), Underwater Navigation (special) 95%, Climb 75/65%, Prowl 50%, Track Humanoids 50% (+10% to follow a blood trail), and Lore: Demons & Monsters 70%. The demon may pick up and use any man-made weapon, but without benefit of W.P. bonuses. These skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D4

Attacks per Melee: Six physical attacks or two by magic.

Damage: Head-butt, punch or kick M.D. as per Supernatural P.S. (5D6 S.D.C. on a restrained punch, 4D6 M.D. on full strength punch, 1D4x10 on a power punch, but the latter counts as two melee attacks). A claw strike does 2D6 M.D. added to the Supernatural P.S. damage (6D6 total). A running leap or tackle attack does 1D6 M.D. and has a 01-60% chance of knocking opponents as tall as 10 feet (3 m) off their feet. Victims lose initiative and two melee attacks, but the running leap/tackle counts as two melee attacks. Or may attack using magic or psionics. The demon seldom considers using a weapon.

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +3 to strike, +2 to parry, +2 to dodge (+5 underwater), +3 to disarm, +3 to pull punch, +2 to roll with impact or fall, +5 to save vs Horror Factor and +1 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: Blinding Flash (1), Cleanse (6), Extinguish Fire (4), Heavy Breathing (5), Lantern Light (1; used to trick

humans), Levitation (5), Thunderclap (4), Frequency Jamming (15), Reflection (7), Seal (7), Spoil (water only, 30), and Summon Fog (140). Spell potency is equal to the demon's experience level.

Psionics: I.S.P.: M.E. attribute number x3. Powers are limited to: Sense Magic (2), Sense Time (2), and Hydrokinesis (varies).

Enemies: Humans, demon slayers, champions of light and anyone who gets in its way. Humans are its primary prey. Elementals are viewed with respect and fear, while other aquatic demons are seen as rivals and invaders.

Allies: Few. May be forced into the service of greater demons and other powerful beings, otherwise hunts alone.

Habitat: Can be found almost anywhere throughout the world but are especially common in environments where there are large or numerous rivers and lakes, or seas where sudden storms appear, including North and South America, India, Asia, Japan, and parts of Australia.

Greater Demons

The Corruptor

The Corruptor is a hideous thing that appears as a demonic, disembodied head floating among a mass of tentacles with mouths at the end. And when we say a mass of tentacles, we mean 6D6+36. The demon moves as if in slow motion with each of its tentacles weaving and undulating as if participating in a macabre dance. The head resembles the rotting skull of a bull, only the teeth are pointed, the horns curled like a ram, the skin scaly like a snake and its eyes solid black and disturbing. A row of small black horns also run from the tip of the nose up the centerline of the skull. Several others protrude from the cheeks and a pair from the chin.

Though a formidable combatant, this brilliant and powerful demon prefers to strike at the hearts and minds of mortals, corrupting and warping them into something terrible and evil. The Corruptor delights in giving birth to tyrants and mass murderers, nurturing betrayal and planting the seeds for unspeakable evil. It does so by appealing to the intellect, emotions, dreams, fears and desires of those it meets. Corruptors are almost always calm and soft spoken even when facing death. Their voice is deep, warm and somehow comforting and inviting, the kind of sound one could enjoy listening to for hours. The creature, however, is anything but warm and comforting. It always has an ulterior motive and is always trying to break people down, turn them to evil, nudge them into doing the wrong thing and encourage revenge, greed and selfishness. To that end, the wily fiend can always justify anything from betrayal to murder. Cold, calm, and calculating, its mind is always working. The Corruptor is a true master manipulator who knows how to offer incentives and suggestions to influence others and lure them down the road of selfishness, ruthlessness, cruelty and evil. Those it corrupts become its true weapons of destruction, using them like a master chess player to create heartache and havoc.



Also Known as *the Beast of Many Serpents* and *the Serpent of Lies*.

Race: Greater Chaos Demon.

Alignment: Always Diabolic evil.

Attributes: I.Q. 1D6+22, M.E. 1D6+23, M.A. 1D6+20, Supernatural P.S. 1D6+19, P.P. 1D6+17, P.E. 1D6+18, P.B. 1D4, Spd 1D4+17 (15 mph/24 km).

M.D.C.: P.E. number x4 +1D6x100. (On S.D.C. worlds, the demon has 3D6x10 +P.E. number for Hit Points, 2D6x10+60 for S.D.C. and an A.R. of 14.)

Horror/Awe Factor: 17

Size: 6-8 feet (1.8 to 2.4 m) tall and 3-5 feet (0.9 to 1.5 m) wide. Tentacles have a reach of 12 feet (3.6).

Weight: 500-700 pounds (225 to 315 kg) of squirming tentacles.

Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute number x10 +2D6x10. **I.S.P.:** M.E. attribute number x12.

Natural Abilities: Good maneuverability and fair speed. Can remain active for 96 hours without feeling tired or needing to rest. Can crawl along walls like an insect (see below), sees the invisible, Nightvision 1000 feet (305 m), has a special sensor array (see tentacle feelers, below) resistant to fire and cold (half damage), dimensional teleport 30% (+35% at a ley line nexus) and bio-regenerates 1D4x10 M.D.C. per melee round. Lost tentacles regrow within 48 hours.

Knows All Languages: Magically understands, speaks and reads all languages at 98%.

Insect Locomotion (special): Can move along the side of walls and along ceilings like an insect slowly or at its full running pace.

Tentacles (special): The tentacles have no apparent eyes, but move and act as if they can see independent of the demonic head. Each has three ribbon-like tongues that serve as feelers "licking the air" to detect scents/odors and tastes floating on the air, as well as detect air temperature (within one degree), air movement on a molecular level, and even sound. These sensory organs are so highly tuned that the Corruptor cannot be caught by surprise from any direction, and can sense movement, identify odors (90%), smell fear (80%), recognize the scent of specific people and animals (72%), and track by smell alone (62%). Range: 120 foot (35.7 m) radius; -20% for the next 100 feet (30.5 m) and beyond that range accurate sensing is not possible (-30%). The creature can function with little impairment in any environment, even total darkness or when blind (only -1 on combat penalties for being blinded).

Methods of Attack & Tentacles: See Damage.

Metamorphosis: Human: Though it is a physical form the demon finds repugnant, the Corruptor can transform into the male or female human form. The creature's true form, however, is revealed in the light of day by making the "human's" eyes turn black, its teeth to become pointed and for 1D6+4 tentacles to sprout.

Metamorphosis: Human is typically performed to more easily approach and influence humans, at least the first time they meet with the Corruptor. However, the creature only keeps the form as long as absolutely necessary, and prides itself on being able to approach and appeal to humans even in its monstrous form. It never uses metamorphosis to sneak up on an adversary and backstab, bushwhack or assassinate him, that's too crude, simpleminded and beneath the Corruptor. No, the Corruptor chooses to strike through a loved one or trusted associate who has been turned against the demon's adversary, or brought low through other clever means and, again, by the hand of others. Seldom does the Corruptor take a direct hand in destroying its enemies or targets. Such menial tasks as theft, spying, research, planting false evidence, battery and murder are for lesser pawns, servants, blackmail victims, worshippers and allies.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons (unless they are made of silver), as well as normal, S.D.C. fire, cold, poison and disease. Resistant to Mega-Damage fire and cold, including magic spells (do half damage). Man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics. Daylight has a profound effect on the demon.

Vulnerabilities: 1. Weapons made of, or coated with, silver inflict the equivalent S.D.C. damage as M.D. x2 (i.e. a sword plated with silver that normally inflicts 2D6 S.D.C. would inflict 2D6 M.D. to the demon). Holy weapons, Rune Weapons and items made from a Millennium Tree inflict double damage.

2. Sunlight and daytime. As long as the Corruptor remains in darkness, the demon's powers remain unchanged even during the daytime. However, when exposed to sunlight reduce the number of attacks, bonuses, M.D.C., P.S. and Spd

by half. Also reduce the level of power/proficiency of its magic spells by half.

R.C.C. Skills: Basic & Advanced Math 98%, Anthropology 80%, Biology 80%, Streetwise 90%, Seduction 90%, Palming 70%, Concealment 70%, Climb 98/95%, Prowl 65%, Find Contraband 70%, Land Navigation 90%, Wrestling, Research 85%, Law 85%, Lore: All at 85%. These skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D6+4

Attacks per Melee: 14 physical attacks, however, the Corruptor personally dislikes engaging in physical violence, much preferring to engage in a battles of words, psionics (six attacks per melee) or magic (two attacks per melee).

Damage: Bite: A nip does 1D4 M.D. and is usually meant as a warning or the creature is toying with its opponent. A full strength bite does 3D6 M.D.

Hand to Hand: Head-butt damage as per Supernatural P.S. (4D6 S.D.C. on a restrained butt, 3D6 M.D. on full strength strike, 6D6 on a power strike, but the latter counts as two melee attacks). A running ram is not possible.

Tentacle Strike: Each of the 50+ tentacles is a potential deadly weapon that can bite doing 1D6 M.D., strike like a punch or whip doing 2D4 M.D., or entangle/pin/hold (no damage), or entangle and crush/squeeze (the latter does 4D6 S.D.C. per normal squeeze and 1D6 M.D. per *power squeeze* but counts as two melee attacks), or strangle (chokes the average S.D.C. opponent in 1D4 minutes, the average Mega-Damage being in 1D4+4 minutes). Each tentacle strike counts as one melee attack.

R.C.C. Bonuses (in addition to likely attribute bonuses): Cannot be caught by surprise or attacked from behind, +3 on initiative, +5 to strike in close combat, +7 to parry, +5 to automatic dodge (the act of dodging does not use up a melee attack), +7 to disarm, +7 to entangle, +4 to pull punch, +1 to roll with impact or fall, impervious to Horror Factor and fear of any kind (including magic or psionic induced fear), impervious to possession, and +3 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: All spells levels 1-6, plus Create Magic Scroll (100), Dispel Magic Barriers (20), Enemy Mind (100), Exorcism (30), Eyes of the Wolf (25), Forcebonds (25), Greater Healing (30), Havoc (70), Id Alter Ego (130), Invisibility: Superior (20), Ley Line Time Capsule (15), Lifeward (40), Mental Shock (30), Mind Shatter (130), Mute (50), Mystic Portal (60), Negate Magic (30), Negate Mechanics (20), Re-Open Gateway (180), Restoration (750), Resurrection (650), Sanctum (390), Second Sight (20), Swap Places (300), Transferal (50). Spell potency is equal to the demon's experience level. **Note:** Sly and cunning, the soft spoken Corruptor frequently offers empowering, helpful and healing magic as bribes, blackmail and inducement to get mortals to do what it wants and as rewards.

Psionics: I.S.P.: M.E. attribute number x12 +10 per level of experience. Considered a Master Psychic. Psionic Powers include: All Healing and Sensitive abilities and the Super Psionic Powers of Bio-Manipulation (10), Empathic Transmission (6), Group Mind Block (22), Group Trance (15),

Mind Bolt (varies), Mind Bond (10), Mind Wipe (special), Psionic Invisibility (10), Psychic Body Field (30), Psychic Omni-Sight (15), Radiate Horror Factor (8), Telemechanics (10) and Telemechanic Mental Operation (12).

Enemies: Anyone, human, dragon or supernatural being who challenges, defies or opposes the Corruptor is an enemy. Likewise, those beings targeted for corruption or ruination, usually for the challenge and fun of it, are also enemies of sorts. Unlike most demons, however, the Corruptor does not necessarily seek the demise of his enemies. Instead, it often prefers to topple them from power, ruin their reputations, business, or love life, ruin them financially, take away what they love most, or bring about some other great tragedy or suffering. Best of all revenges, is to corrupt their enemies, turning them into such despicable versions of their former selves that they loathe themselves, commit suicide or lash out at the world.

Allies: Anyone is a potential "friend and ally," especially those lovely and impressionable humans. Tends to avoid working or conspiring with other powerful and intelligent demons, gods and creatures of magic, believing that it is truly better than any of them. Which means even greater beings may be targeted by the Corruptor for being turned to darkness and/or destruction, undermining their power, striking at loved ones or their base of worshipers.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America, Russia, India and China. One can expect to find the Corruptor in population centers where it can bring down nations and cause the greatest grief.

Note: The raw power and cunning brilliance of the Corruptor puts it on the level of Demon Lord, but they are ultimately destroyers and bringers of chaos with no desire to rule or lead others which relegates them to Greater Demon.

The Grotesk

The Grotesk are malevolent creatures of darkness who love chaos, and contribute to it by unleashing horrors and creating panic. Wannabe kings and leaders, they often gather a small band of lesser demons (3D6+3; any variety) as well as command other monsters, human worshipers, Witches and henchmen. One of their abilities is empowering mortals to become *Chaos Witches*, who are then sent out to wreak havoc in the name of their dark lord. Vile, nasty brutes, the Grotesk can't stand to be opposed, defied, ignored or challenged, and marshal their forces to crush their adversaries. This is usually a very direct and savage approach fueled by emotion which makes the demon reckless and sloppy. Always sure it can outsmart or overpower any opponent (even when it's not true), the Grotesk displays the reason it makes a terrible leader by sacrificing its minions in foolish battles and stupid escapades for no reason other than selfish pride and personal gratification.

The Grotesk have the lower body of a massive worm shrouded in darkness and crackling black lightning. The upper body sports a pair of long, spindly arms that end in large, clawed hands. The hideous head hangs low over what would be

the chest of a human, its skin shriveled and lumpy, the eyes are sunken, and its mouth is filled with large fangs and sharp teeth. A black spike protrudes from each cheek and a pair of horns rise from above the brow, and the creature always has a menacing, leering expression on its face. In addition, the Grotesk is constantly snorting and chuckling about its great power and plans of conquest and domination. The demon is the ultimate bully and loves to push people around, instill fear and force people to bow down before it.

Also Known as *the Devil Worm*.

Race: Greater Chaos Demon.

Alignment: Always Diabolic evil.

Attributes: I.Q. 1D6+16, M.E. 1D6+16, M.A. 1D6+16, Supernatural P.S. 1D6+19, P.P. 1D6+16, P.E. 1D6+16, P.B. 1D4, Spd 1D4+16 (12 mph/19 km).

M.D.C.: P.E. number x3 +1D4x100. (On S.D.C. worlds, the demon has 2D6x10 +P.E. number for Hit Points, 3D6x10+20 for S.D.C. and an A.R. of 12.)



Horror/Awe Factor: 15

Size: 6-8 feet (1.8 to 2.4 m) tall, but 12-15 feet (3.6 to 4.6 m) long. The arms have a 9 foot (2.7 m) reach.

Weight: 800 pounds (360 kg).

Average Life Span: Uncertain, probably immortal.

P.P.E.: P.E. attribute number x5 +1D4x100.

Natural Abilities: Good maneuverability and fair speed. Can remain active for 72 hours without feeling tired or needing to rest. Can see the invisible, turn invisible at will, Nightvision 1000 feet (305 m), impervious to cold (no damage), dimensional teleport 35% (+35% at a ley line nexus) and bio-regenerates 4D6 M.D.C. per melee round. If a finger or limb is lost, it regrows over night.

Knows All Languages: Magically understands, speaks and reads all languages at 94%.

Methods of Attack & Tentacles: See Damage.

Metamorphosis: Human: The Grotesk can turn into a dark skinned, hairless old man to walk among humans for the purpose of infiltration, spying, and surprise attacks. The creature's true form is revealed by the light of day, instantly turning back into a demon.

Black Mist and Lightning: The lower body of the Grotesk is perpetually engulfed in a cloudy, black mist with tiny bolts of crackling black lightning streaming out from all around it. The black mist enables the demon to move without a sound and without leaving any sign of its passage (no tracks; floats a foot/0.3 m above the ground).

The mist also enables the Grotesk to fire black lightning bolts up to 1000 feet (305 m) away. Each blast counts as one melee attack and does either 2D6 or 4D6 M.D., the demon's choice.

Limited Invulnerability (special): The demon is impervious to normal S.D.C. weapons, S.D.C. fire, cold, poison and disease. Also impervious to cold and resistant to Mega-Damage electricity (does half damage). Most man-made Mega-Damage weapons inflict full damage, as do magic weapons, spells and psionics. Holy weapons, Rune Weapons and items made from a Millennium Tree inflict double damage, and daylight has a profound effect on the demon.

Vulnerabilities: 1. Cats. Felines can see the Grotesk when invisible, shadow melding or in magical disguise, have an H.F. of 14 and inflict M.D. to the demon, as per the description on page 12.

2. Sunlight and daytime. As long as the Grotesk remains in darkness, the demon's powers remain unchanged even during the daytime. However, when exposed to sunlight reduce the number of attacks, bonuses, M.D.C., P.S. and Spd by half. Also reduce the level of power/proficiency of its magic spells by half, and its physical size. That's right, sunlight shrinks the monster by half.

R.C.C. Skills: Basic & Advanced Math 98%, Streetwise 85%, Seduction 50%, Prowl 75%, Find Contraband 70%, Interrogation 70%, Land Navigation 90%, Military Etiquette 75%, Wrestling, Research 85%, Law 85%, and Lore: All at 85%. These skills do not improve with experience. Also see Natural Abilities, above and Magic, below.

Equivalent Level of Experience: 1D6+4

Attacks per Melee: Seven physical attacks or two by magic.

Grotesk enjoy physical combat because they love to beat, torture and force others into submission. They may pick up and use any weapon without benefit of W.P. bonuses, but prefer to rely on their natural abilities and magic.

Damage: Bite: A nip does 1D6 M.D. and is usually meant as a warning or that the creature is toying with its opponent. A full strength bite does 3D6 M.D.

Hand to Hand: Punch or head-butt damage is per Supernatural P.S. (4D6 S.D.C. on a restrained strike, 3D6 M.D. on full strength strike, 6D6 on a power strike, but the latter counts as two melee attacks). A running ram is not possible. A claw attack or impaling and opponent with its pointed horns does 2D6+2 M.D. in addition to the usual P.S. damage, and don't forget the creature's expansive reach (12 feet/3.6 m).

Black Lightning: The Grotesk can fire black lightning bolts from the mist that enshrouds its lower body. Range: 1000 feet (305 m). M.D.: 2D6 or 4D6 M.D., the demon's choice. Each bolt counts as one melee attack.

In addition, the Grotesk can send electricity coursing across its body, shocking everyone touching it (2D6 M.D.; each use counts as one melee attack).

R.C.C. Bonuses (in addition to likely attribute bonuses): +2 on initiative, +4 to strike in close combat, +4 to parry, +3 to automatic dodge (the act of dodging does not use up a melee attack), +3 to disarm, +4 to pull punch, +1 to roll with impact or fall, impervious to Horror Factor and possession, +4 to save vs all forms of charm and mind control, and +2 on all other saving throws.

Magic: Limited to the following spells, provided the demon has sufficient P.P.E.: All spells levels 1-4, plus Agony (20), Animate & Control Dead (20), Anti-Magic Cloud (140), Armorbane (100), Armor Bizarre (15), Calling (8), Call Lightning (15), Charm (12), Create Mummy (160), Domination (10), Dispel Magic Barriers (20), Energy Disruption

(12), Forcebonds (25), Globe of Silence (20), Life Drain (25), Lightning Arc (30), Magic Pigeon (20), Negate Magic (30), Negate Mechanics (20), Power Weapon (35), Re-Open Gateway (180), Restoration (750), Restore Life (275), Sickness (50), Spoil (30), Swords to Snakes (50), Teleport: Lesser (15), Teleport: Superior (600), and Wall of Defense (55). Spell potency is equal to the demon's experience level. **Note:** Optional: Possesses the following African Witch Powers: Charge Object with Evil (120), Delirium (25), Evil Eye (25), Magic Drums (15), Money Doubling (15), Pestilence Touch (15), and Poison Touch (20). See *Rifts® Book of Magic* or *Rifts® World Book 4: Africa* for descriptions.

Psionics: None.

Enemies: Anyone who opposes or interferes with the Grotesk's operation or threatens the creature's power base (which may include human demon worshipers, Witches and other cut-throats). The most hated of enemies, however, are those who belittle or cause the Grotesk to lose face. Considers the World Slayers to be pushy, meddling, rivals and tries to undermine or usurp their base of power or destroy them whenever possible. All enemies are to be utterly crushed.

Allies: Anyone willing to be subservient to its will. Tends to command the respect and fear of humans, D-Bees and lesser supernatural beings. Sometimes joins forces with the Corruptor, never realizing that the master manipulator is using it as a pawn in one of his own schemes, or patronizing the Grotesk to defuse a potentially volatile conflict.

Habitat: Can be found almost anywhere throughout the world but are especially common in North and South America, Russia, India and China. One can expect to find the Grotesk in and around population centers where it can conquer and rule over entire cities or cause the greatest panic and havoc.

Note: The Grotesk would love to become Demon Lords, but lack the guile, tact and true leadership qualities to rule over vast legions of lesser demons.

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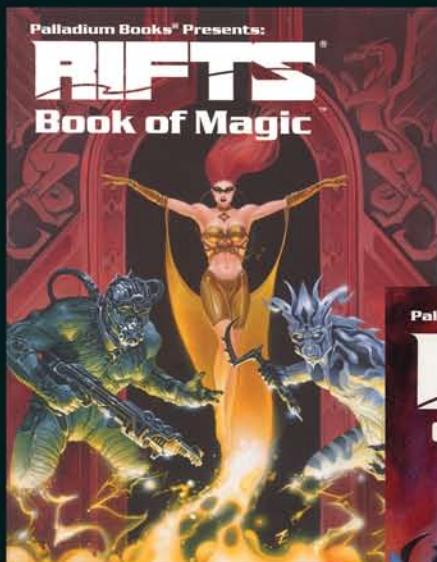
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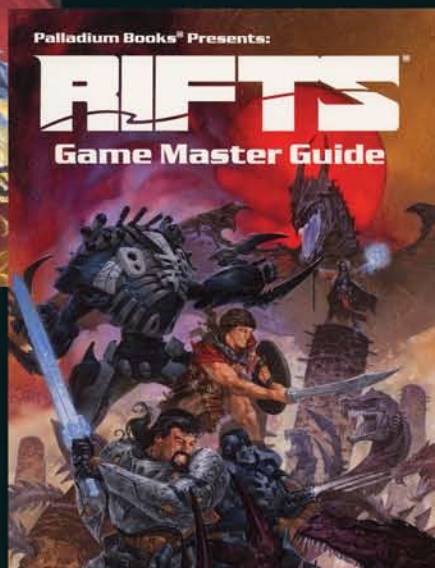
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